FACT: THE ORIGINAL AND BEST COMMODORE 64 ACTION MAG!

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No.86 July 1992
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ZZAP! 64



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Every C64 Wrestling & Boxing Game Reviewed!

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Wot's in! 86

Great games!



THE ADDAMS FAMILY
This bunch of weirdos are so freaky they could've been based on the ZZAP! crew!

CHUCK ROCK
Fatter than Phil, uglier than Corky and dafter than Ian; we give you the lowdown on Core's classic caveman caper.

TURBO THE TORTOISE
You dug the demo on last month's Megatape, now read the write-up on page 57!

INDIANA JONES AND THE FATE OF ATLANTIS
When is a film licence not a film licence? When Harrison Ford rejects the script but US Gold bring out the computer game anyway!





tape worm

More parasitic perils on Page 8

More parasitic perils on page 8!
This month's games are so addictive you'll be clinging to 'em like ol' Tapie clings to Phil's gut lining.

- ***Insects In Space — High-speed shoot-'em-up from the Sensible Team. Stuff the whales, save the babies!***
- ***Glider Rider — High-flying, soaraway action with Grandslam's brillo bomb-'em-up!***
- ***Sub Sonic— Never-seen-before blasterby ex-Software Creations programmers!***
- ***Bug Bomber Demo - Superb playable demo of DMI's latest outing!***

Review index!

Regularz!


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The ZZAP! 64 Zzone!

ANY MORE FOR SIXTY-FOUR?

★ There has been much muttering and mumbling in the 8-bit world concerning the future (or lack of it?) of the C64. The old Speccy has seen its fortunes tumble dramatically over the past two years, while the Amstrad has suffered a similar fate. So what's in store for the sixty four?

Well the good news is that there's still plenty of life in the old dog yet. Okay, so the inflated profit margins afforded to 16-bit product — both disk and cartridge-based — are too great to be ignored for long, and the majority of software developers have, predictably, begun concentrating their efforts in this still-growing sector of the market. But is this such bad news? Whereas it was 'old' 8-bit product that was frantically being up-graded to run on the bigger, faster (more expensive!) machines, now we're seeing a plethora of original titles cropping up for everything from the Super NES to the Amiga. Not all of these can be re-prog'd to run on the C64, of course, but a good many can and *will* be converted over the coming months (see *Robocod: James Pond II* in this month's Previews section, and the *Chuck Rock* review if you don't believe me!).

Maintaining its position as the best-selling games machine in Britain, the Commodore 64 has a large and loyal following (as if **you** need telling!). The limitations of the machine are still being tested to the full and (some!) new ideas for games continue to filter through (Codies *Steg*, for example). ZZAP! will, naturally, cast a careful eye on the state of play and keep you informed of any new developments (like, where IS that C65!?). Meanwhile, though, on with the show!

Steve

Steve Shields (Editor)

ZZAP! ZOO!

Wrestling continues to grow in popularity and so this month, to jump on the bandwagon , we're bringing you a definitive wrestling round-up of C64 games — with all the boxing sims thrown in for good measure. To be honest, though, we're a whit weary of Hulk Hogan, Frank Bruno et al. So, who would the ZZAP! crew like to see knocking eleven different colours of crap out of each other?

LUCY 'DING DONG' HICKMAN — Slapp(ed)



● For pure pleasure, I'd like to see Mel Gibson and Tom Cruise in the ring together with three conditions — they'd have to wrestle in mud, I'd be the referee and to be ever so considerate to our laundry peeps, we'd have to do it without clothes (after all we don't want to get nasty, dirty mud on our togs do we?!?). Failing that, Jeremy Beadle versus a large bunch of very hungry lions with the whole thing being filmed so we can rename You've Been Framed as You've Been Eaten — a vast improvement.

STEVE 'TAKE IT ON THE CHIN' SHIELDS — Zapp(ed)

● Now here's a tricky one. Since my train was delayed *again* this morning my first thought was to put the BR bosses in the ring with every irate commuter in Britain. Then I toyed with the idea of Mary Whitehouse going the distance with Ken Russell (although she'd probably get all the best bits censored!). Finally my social conscience got the better of me, and I've plumbed for a three-person tag-team wrestlefest featuring Freddy Krueger (*Elm Street*), Jason Voorhees (*Friday 13th*) and Michael Meyers (*Halloween*) versus Simon Bates, Gary Davies and Dave Lee Travisty! Now THAT I'd like to see!



PHIL 'SUMO' KING — Deck(ed)



● I think the Terminator versus Ian 'Stain' Osborne would be very entertaining, but no-one would dare watch — the mere thought of the Stain in a leotard turns even my strong stomach. He was so ugly at birth, the midwife slapped the wrong end. Anyway, beating the crap out him would take all day, he's so full of it. I reckon George Courtney versus the Leicester City supporters would be a fair contest — well, as fair as that play-off match against Blackburn! I just hope he isn't a judge at the Olympic diving competition — he'd give a penalty every time!

IAN 'DOWN AND OUT' OSBORNE — Dead(ed)

● The only 'ring' I'd like to see Markie in is a circus ring — as the freakshow's star turn! Corky could do with a wedding ring, if he meets the right Rottweiler, and Steve's a dead-'ring'er for Quasimodo. When it comes to trashing cars, Lucy runs 'rings' round the local scrapyard, and as for Phil… that poor, sad bar steward spends half his wages on 'ring'ing 0898 numbers. Perhaps that's why his mum makes him wear boxing gloves in bed!



MARK 'HEAVY-WEIGHT' CASWELL — Tipp(ed)



● Who would I like to see in the ring? Me against a tag team consisting of Bridget Nielsen, Sharon Stone, Trinity Loren and Marina Sirtis (Counsellor whatsit from *Star Trek*). But enough of the fantasy, I'd like to see Fatty Phil up against the people who produce SlimFast, Bob Monkhouse up against a wall (and shot), and Jim Davidson against the entire Metropolitan Police Force. Also Mary Whitehouse against a tag team made up of The Chippendales, Frank Bruno against my Gran and finally the people who devise banal TV ads against me with a @!£!ing big gun. 'Nuff said.

MARK 'REAR GUARD' KENDRICK — Fart(ed)



● I reckon that in the ring (which would need to be massive to accommodate both our egos!) I'd love to see me and God! We'd smack the hell out of each other! I'd go on about how evil he is for letting so much crap go on in the world and he'd rip my head off for being a jumped up egotistical git! But to not offend the church-goers of the world I'll settle for watching Fatso King the Sausage Giant versus Bernard Matthews's whole chicken supply for a year! It'd be a slaughter! (Gobble, gobble to ol' Kingy!) But seriously, Phil's a brill lad so send him a sausage, now!

WHO DUZ WOT

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STUFF!



IT'S FLYING FLOPPIES TIME!



Those lucky enough to own disk drives will be glad to hear **Prism** have released loads of old Zeppelin games on 5.25-inch disk for £2.99 each, as well as some ageing classics from other companies. The full list of titles is: *Stack Up, Zybex, Chopper Commander, Slayer, Psi-Droid, Bionic Ninja, Spaghetti Western, Ball-Blasta, Las Vegas, Para Assault Course, Para Academy, Mountain Bike, Draconus, Terra Fighter, Fruit Machine, Bouncing Heads, Bugsy, Room 10, Sabotage, Rally Simulator, Master Blaster*, and *Subterranea.*

For further details contact Prism at *1 Baird Road, Enfield, Middlesex, EN1 1SJ.*





THE JOY OF STICKS (PART

Joysticks... they've come on a long way since the dawn of home computing, eh readers? I can remember this really clumsy contraption that sat on my Speccy and pressed the cursor keys as you moved it! If you pressed up, it... (Get on with it! — Ed.)

Erm, okay. Today's gamer has literally hundreds of sticks to choose from, ranging from the spectacular to the lousy, with a few useless gimmicks thrown in for good measure. If Spectra Video's latest batch are to carve a niche for themselves, they'll have to be really bang on the button (Aarrgh! — Ed), so can they cut it?

I've never understood why anyone wants a joystick that has its innards on view like the (**A**) **Quickjoy Top Star.** It makes a change from the bog-standard black-and-red design, but it looks about as attractive as Thora Hird. Not that this stops it from being one of the snazziest joysticks on the market — it's extremely comfortable in the hand, silky-smooth in the response department, with one of the sharpest fire buttons I've ever pressed. A real winner, but awkward for left-handers.

8.5/10

If only the (**B**) **Manta-Ray** was as good! Replacing the flight-grip-and-suckers approach with a tried-and-tested knobbly stick with a button on its side, its ergonomic leanings don't quite come off. Reassuringly chunky to hold, but a little awkward to use — try before you buy.

6/10

Another see-my-sexy-gizzards design, the (**C**) **QJ Hyperstar** looks more like a piece from a Rota-Stack hamster cage than a world-beating power stick. Unfortunately, it would probably function better as one too! Its legs hold it too high off the desk for comfort, and the stick itself has far too much give, making the simplest of platform leaps a real test. Not a total disaster, but certainly not recommended.

4.5/10

It's much the same story with the (**D**) **Superstar.** A cut-down, back-to-front version of the *Hyperstar*, it sits a little lower but suffers all the same control problems. Not as bad as its big bruvver, but again, not recommended.

5.5/10

Aha, now this is more like it! The (**E**) **Sigma-Ray** has a body like a clapped-out dodgem car and a stick resembling a low-budget sci-fi gun hilt, but it plays like a dream. The stick has



STANDARD ENQUIRIES

Oh dear. The West Midlands Trading Standards Authority have just been on the phone and, while they have no quibbles concerning the standards of OUR trading (phew!), they DO have a few qualms about you lot! It would appear that, after we gave you the address to write to concerning the now defunct Turbo Soft, many of you took it upon yourselves to write to them with complaints about certain other seemingly unscrupulous outfits. Right idea, wrong address! Could you instead, they implore, contact your own *local* Trading Standards office (find out where in the phonebook) with any woes 'n' worries. At the moment they're very kindly forwarding all the 'out of area' letters they've received to the appropriate offices (so if you're one of the readers who wrote to them by mistake, worry not). But if much more misdirected mail makes its' way to them they've assured us that it'll be sent here to ZZAP! Towers for re-addressing. We envisage that it'll take up so much of our time that we won't be able to put the mag together so BE WARNED! (And if any of our rivals plan on deluging those nice folk at the West Midlands TSO with 'out of area' enquiries you'll have Bash the Barbarian to contend with. So there!).

WHAT A CARD!!!

Do you ever wake up in the middle of the night wishing you had some pictures of Dizzy? You do? You sad individual! Oh well, never mind, you'll be glad to hear the Codies have just released a set of 16 cards based on those Dizzy dudes, and there's one in every CodeMasters game (if you've got £64 to spare, you can collect the set!).

Like those crappy football stickers you get from newsagents, you can swap duplicates with your friends. Or if you haven't got any friends, Codies will swap them for you — aren't they nice? Further series are planned, so watch this space for details.





TURRICAN KIXX ASS!

Last month we reviewed the brilliant *Turrican II* rerelease, a 96% Silver Medal. Unfortunately we attributed it to The Hit Squad, when it's actually a Kixx release — sorry guys, the person responsible has been duly castrated.

69)

just enough give, the fire buttons are as sensitive as they can be without producing accidental shots, and if you don't like the trigger-mounted fire button you can even switch it off! A king among joysticks, looks like a Volvo, plays like a Rolls-Royce. Buy it!

9.5/10

A typical cheap-and-nasty contraption, the curiously-named **(F) QJ I Turbo** looks and feels like it plays — badly! You get what you pay for I suppose, but don't you think it's worth forking out for a decent one? (Nice strong suckers though!)

4/10

Last but by no means least is the **(G) Megastar**, a huge chunky thing with a very stiff stick. This is the sort of stick you either like or you don't, and I must confess I didn't, but those who like giving their tool loads of wellie will love it.

7/10

Wow — the **(H) Russel Hobbs Super Deluxe** is one wild piece of plastic! Nice comfortable handle, though the firebutton is a little unresponsive! Where it really comes into it's own is when making a nice cuppa between multi-loads — lovely!

11/10

At the end of the day there are only two types of joysticks — the ergonomic flight-grip jobbies and the stick-with-a-button-on-the-side type. Silly, gimmicky designs should be avoided like Commodore Doormat. Spectravideo have kept the bullshine to a minimum and produced a very impressive set of sticks, with finger-fouling bodies and pointless features left by the wayside. If you're too tight to pay for one, check out the compo on page 28.



THE JULY ANDREWS CHARTS

THE READERS' TOP TEN

1. (8) Turrican II (Kixx)
2. (1) Creatures (Thalamus)
3. (5) Emlyn Hughes International Soccer (Touchdown)
4. (–) MicroProse Soccer (Kixx)
5. (7) Smash TV (Ocean)
6. (3) Alleykat (Megatape 26)
7. (2) Last Ninja III(System 3)
8. (4) World Wrestling Federation (Ocean)
9. (–) Super Seymour Saves The Planet (CodeMasters)
10. (–) Indy Heat (Storm)

PHIL'S FAVE FIVE DISHES

1. Meat pie, gravy and chips
2. Fish and chips
3. Lasagne and chips
4. Curry and chips
5. Pizza and chips

Send in your chart votes on this simple form and you could win £30 worth of software, like spawny **Andy Holgate** from Ashton-Under-Lyme. His fave game is *Emlyn Hughes International Soccer* (impeccable taste! — Phil).

MY TOP THREE GAMES ARE:

1. ....
2. ....
3. ....

MY FAVOURITE WRESTLER IS ....
....
....

NAME..
ADDRESS..
....
....
POSTCODE ....

Tape Worm



Whoosh... blast... Aaaargggh... you'll have to excuse me... Kzapp... I got so engrossed... Blam blam blam... in our great shoot-em-up... Wheeeeee... that I couldn't tear myself... Boom boom boom... away long enough to write the intro, so I'm... OH GOD, THEY'VE KILLED MY BABY!!! S'cuse me... Bhudda bhudda bhudda, har har, that'll teach em! Where was I? Oh yes, I'm playing the game with one hand and typing with the other! I'm hanging on by my teeth here! As well as the masterful *Insects In Space*,...oh no, they're back — Kblam, kblam, kblam...we've also got you... OH HELL, NOW LOOK WHAT YOU'VE GONE AND MADE ME DO!

(What Tape Worm's trying to say is look out for *Insects In Space*, one of the grooviest games ever to appear between two spools, and we've got it on the Megatape! Not to mention *Glider Rider*, a low-ridin' high-flying bomb-'em-up featuring cracking 3-D graphics and supa-sexy gameplay. In addition you'll find a neat never-seen-before game featuring some of the snazziest sprites since bog-knows when, and a big, bad *Bug Bomber* demo, playable of course! — Ed.)

INSECTS IN SPACE

(21st Century Entertainment)

Whoopie doo-da, a former ZZAP! Sizzler on the Megatape! *Insects In Space* is a brilliant *Defender* clone, with zippy graphics and loads of added features. So what's it all about? Read on...

Once upon a time, deep in the heart of Germany, there lived a rather well-endowed woman called Helen Bak (although her front's by far the more impressive!). She lived and died in obscurity, and was only prevented from being totally boring when a load of aliens invaded Earth a few thousand years after her death, quickly demolishing defences and generally kicking serious bottom. Trouble is, in their haste they missed a tiny, insignificant valley in the middle of the Rhineland... (Does this sound like Asterix to you? Just a thought.)

The insects' deadly poison didn't affect small babies living in the valley due to their diet of grape juice (?), so they alone survived. St Helen, the long-dead buxom blonde from the previous paragraph, heard their cries for help and returned to Earth as an angel in a last desperate bid to save mankind (sigh — shoot-'em-up scenarios are sooo original). Armed with laser eyes, a nifty pair of wings, and an even niftier pair of (er, yes, thank you — Ed), your task is to rescue the kiddies and blast the bugs. Neat, eh?

Controls

Slap that ubiquitous joystick in port 2. On the title screen, FIRE starts the game.

In-game keys

RUN/STOP	Pause the game
STOP	Continue play
Q	(When paused) quit
SPACE	Smart bomb
+	Adjust sound filter setting upwards.
-	Adjust sound filter setting downwards

Fire in short bursts activates Helen's laser eyes; holding it down generates a dust cloud — enter it while holding fire to teleport to where one of your babies is being filched. Enter it without pressing the fire button and you access the supa-dupa-mega Extra Bonus Facility — more on this later.

Save the children

St Helen has to stop the bees buzzing off with the babes. If she blasts a bee while it's holding a baby, the wee mite will fall — to avoid a splodgy mess, catch the





GLIDER RIDER

(Grandslam Video)

He flies through the air with the greatest of ease, that daring young spy as he bombs the machines… not exactly your run-of-the-mill, genteel hang-glider trip, is it readers? But then *Glider Rider* isn't exactly a run-of-the-mill, genteel game!

The Abraxas Corporation, a bunch of no-good arms dealers with more money than the Mafia — and fewer morals than a mole on a putting green! — are plying their deadly trade from the curiously named EoOs island, a man-made plastic construction that's invisible to radar. The world council, in its wisdom, has decided the Silent But Deadly squadron should deal with them… this means you!

You arrive on the island with a motorbike, a hang-glider, and a fistful of grenades. Your task is to find each of the ten reactors scattered around the island, take to the skies, and bomb them out of existence.

Needless to say, they won't take this lying down — you start the game with 100 energy points, and the reactors' auto-defences will be doing their best (worst?) to reduce it to zero! Each reactor is defended by an automatic laser base, and the only way to avoid being frazzled is to drive into the telegraph pole thingy next to it before taking off — this temporarily confuses the laser, enabling you to do the dirty deed. Be quick — take more than half an hour and your rescue sub will bog off without you!

Mission briefing

ABRAXAS CORPORATION
HQ: EoOs Island
Activity: Production and distribution of arms and other hi-tech military equipment to anyone with the ability to pay. Nice chappies, aren't they?

EoOs ISLAND
Location: Pacific Ocean
Description: Revolting plastic construction, but invisible to radar and very well defended.
Intelligence: The island is disguised by use of nylon and polythene trees (a bit like Milton Keynes). Power comes from small nuclear reactors. The main building Geiger counts suggest that two reactors are housed within it to provide emergency backup.

MISSION DETAILS
Codename: Paethon
Background: EoOs is incredibly well defended apart from the distributed power network. It is therefore essential that these reactors should be knocked out, one by one, before the unprotected backup reactors are destroyed within the main building.
Method: SBH Hang-Glider unit and use of motorised bike will allow terrain movement and glider can be used for elevated bombing.
Equipment: Mark 5 Glider and collapsible E37 motor bike. Engine can be removed after mission, and attached to the glider to provide a microlight aircraft for escape purposes. Nine standard hand grenades.

OBJECTIVES
Primary: Destroy the ten external reactors and rendezvous with awaiting submarine.
Secondary: Find more ammunition on island and destroy as many operatives and operational buildings as possible.

Defences

Reactor: Ground-to-air lasers. Can be disabled.
Main Compound: Very heavily defended — may be impenetrable.
Sea: Appears to be shark-infested — don't swim!

Key controls

It's possible to change the key definitions by pressing R then allocating the keys you wish to use for UP, DOWN, LEFT, RIGHT and FIRE. The default settings are:

Fire	Space
Left	O
Right	P
Up	Q
Down	A

To launch the glider, drive onto a hill and quickly reverse the direction of movement.

poor thing and return it to the ground. A landscape is illustrated both above and below the playing area — return upright babies to the bottom; inverted ones to the top. When a baby falls to its death, the bee will give birth to a fly in its excitement (I'd love to meet its gynaecologist!). These are hard to see and zip round at an incredible rate, so beware.

Big booby prizes!

And now the bit you've all been waiting for — the **Supa-dupa-mega Extra Bonus Feature Capability**!

St Helen can carry more than one baby at a time, and if she has enough she can save them by entering a dust cloud without pressing fire, giving her a special power-up depending on the combination of 'upright' and 'inverted' babies carried. These are…

	0	1	2	3	4	5
0	—	points	extra baby	bottom power	no bullets	—
1	points	extra baby	bottom power	shield	—	skip three levels
2	extra baby	top power	bomb	—	skip three levels	skip four levels
3	top	shield	—	skip three levels	skip four levels	skip five levels
4	no bullets	—	skip three levels	skip four levels	skip five levels	skip six levels
5	—	skip three levels	skip four levels	skip five levels	skip six levels	skip seven levels

If you're scratching your head wondering what 'top power' and 'bottom power' (phrrrt!) means, don't — you'll only get dandruff! These fabbiest of fabby power-ups give you a cherub to aid you in your quest, sitting above or below the main sprite, firing away with Saint H.

CRITICAL RAVE

Insects In Space inspired these snippets of purple prose back in Issue 59:
'An excellent variation on the *Stargate* theme…' — Stuart Wynne.
'A good, solid, brain-off fire-button-at-the-ready blast!' — Robin Hogg.
And, more recently, 'This is a £$%&ing good game, innit?' — Steve Shields.

BUG BOMBER

(KingSoft)

It's dynamic demo time again, folks, and this bug (er?) is gonna blow yer brains! A generous 20 levels of this brilliant bug-blatting bonanza can be played, and this is how you go about it…

Firstly, we should point out that our special demo version only enables players — as many as four





SUBSONIC

(Haydn Dalton/Mike Ager)

Cor, ZZAP! has such celebrity readers. Both Haydn and Mike used to work for the famous Software Creations programming house. Now they've come up with this great blast-'em-up, exclusively for the ZZAP! Megatape! Fast, interesting, and above all playable, *Subsonic* also features a collection of dazzling sprites that are almost too good to blast. Almost!

You control a standard *Space Invaders*-style starship, your mission being to boldly blast through 31 levels no man has blasted before — could well take you five years too! Controls are as follows…

On Title Screen

Up	Music
Down	Sound FX
Right	2 Players
Left	1 Player

In The Game

Run/StopPause
Q (in pause mode)Quit

Power-ups

S	Speed Up
P	Bullet power
D	Diagonal Shot
E	Extra Artillery Droid

Power-ups are cumulative, but gather too many of a single type and you lose yer lot!

at a time — to compete against the computer (the full version allows four players to battle it out between themselves, over a hectic hundred levels!).

In One Player Vs The Computer you'll find five fairly easy levels to complete, Two Players Vs The Computer offers a different five levels and so on up to four players — making a total of 20 different levels in total.

Once you've decided how many people are to play, it's time to blast some bugs. There are a variety of ways in which to achieve your aim, and these are the joystick commands available:

Fire with joystick centred — Places a block of your own colour (prevents enemies from passing, unless they blow it away with a bomb).

Fire and 'up' on joystick — Drops bomb (annihilates anything on the four adjacent squares *and* the one it's on, including YOU… so move it!).

Fire and 'left' — Places a mine (detonates if an enemy stumbles over it or after a variable amount of time if one doesn't… has no effect on you).

Fire and 'right' — Drops thunderbolt (slams into any enemy in its path over ANY distance in a straight line, or dissipates if no enemy is foolish enough to cross its path).

Easter comes but once a year!

Fire and 'down' once — Lays energy egg (only replaces as much energy as it takes to lay in one-player mode! Useful when competing against other players, though).

Fire and 'down' twice — Lays painter egg (changes enemy eggs to YOUR colour once hatched. Nifty!).

Fire and 'down' three times — Lays cruncher egg (destroys blocks of your own colour… caution is advised).

Fire and 'down' four times — Lays hunter egg (attacks strongest opponent upon hatching, heh heh heh).

Fire and 'down' five times — Lays killer egg (killers rumble about attacking your opponents, and are even capable of dropping their own thunderbolts. Heavy duty dudes).

Each of the functions you can perform costs energy points (as does contact with enemies). You start with 100 energy points and, although this seems like plenty, you can all too easily be caught with your proverbial pants down. Obviously, the better the function the more it costs, so a bit of tactical thinking is required if you're to get really good!

A little smiley face next to your icon represents 'IQ' level; the happier he is, the brainier you are — and the more intelligent player will spawn the deadliest hunters, killers, etc. Extra 'IQ' and and energy ('EN') icons crop up at random on the playing area… strictly first come first served, so be quick!

Finally, if three or more of you are playing at once (and you don't own a special joystick adapter), here are the keyboard commands you'll need:

Left-Hand Player — Q = Up, Shift = Down, RUN/STOP = Left, S = Right and Space Bar = Fire.

Right-Hand Player — @ = Up, /? = Down, : = Left, ; = Right and Shift = Fire.

Phew! It sounds more complicated than it is, honest! If you turn to the review on pages 58 & 59 it might (just might!) make things easier… g'luck!



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Indiana J[ones] and the Fate of A[tlantis]



● US Gold, £11.99 cassette, £16.99 disk

He cracks a meaner whip than you-know-who, wears dafter hats than Paul Mellerick, and he's... greener than David Icke? Come again, IAN OSBORNE?

Lost relics, mutter mutter, Nazi thugs, mumble mumble, a complete prat with a cowboy hat glued to his head… Let's face it folks, if you've seen one Steven Spielberg fantasy you've seen 'em all, and never was this more true than with the Indiana Jones saga.

In *Raiders of the Lost Ark* he recovered an ancient artifact, killed a few Nazis and failed to get his end away. In *Temple of Doom*, he recovered an ancient artifact, killed more Nazis, and failed to get his end away. In *The LAST Crusade* (wish!), he recovered an ancient artifact, killed yet more Nazis, and he DID get his end away! *Plus ça change!*

To date the *Indy* games've been as bad as the films, but with *The Fate Of Atlantis* destined never to reach the silver screen, the way is cleared for US Gold to release a real cracker… or is it?

It's 1938 (the year Corky was born), and Indy has come across a couple of artifacts: a Minotaur and a bead. This, he believes, is positive proof that the lost continent of Atlantis really existed. Being an Indy film, these bits and pieces are inevitably pinched by a nasty Nazi in search of a wonder-weapon to blow away the Allies in next year's war. (It's amazing what hindsight does to film plots, isn't it? Indy must've been the only Yank who anticipated the war!)



● Level six and Indy's got to Atlantis at last!Wonder if he's gonna buy some bedding while he's here?!

Wheel of fortune

The game begins with Indy and his ever-present sidekick Sophia in a Monte Carlo casino, where they must win enough money to buy weapons and artifacts from a crooked dealer (aren't they all?). Pocketing the dosh isn't too difficult as the roulette tables produce a set sequence of numbers — bet $0 until you've sussed it, then make a serious pile. One romp through a Nazi-controlled naval base later, and it's board that sub and hit Atlantis!

Although the action is spread across a healthy six levels, each one is very similar to the last. The challenge presented by each is pretty straightforward, usually involving finding a set object and putting it in a certain place. Played on a 3-D isometric backdrop, you control both Indy and Sophia, toggling between them at will. Each character has a limited amount of energy, depleted by being punched in the mouth, shot at, or just plodding along — Jeez, I know Indy's getting on a bit, but surely he's not that decrepit? Objects are manipulated using a well-thought-out icon



...ones ...lantis

Wot, No Film?

Indiana Jones And The Fate Of Atlantis was to be the fourth movie starring Harrison Ford as the whip-cracking wally, based on the original story by Hal Barwood and Noah Falstein. Allegedly afraid of being typecast (aaahhh), the big H decided he didn't want to do another Indy film — not that this stopped US Gold snapping up the game licence!



● Level two at the naval base, and Indy's after a sailor! Sorry, I mean tailor, that fedora needs a perk-up!

system, and if you're not keen on the view you can always change the camera perspective.

Sunk without trace

The movement system's a bit strange. Whacking the joystick left or right rotates your character *Asteroids*-style, and pressing 'up' makes him or her take a hike. Blimmin' annoying for the first few plays, but you soon get the hang of it.

Pity the combat system isn't as good. When chased by a Nazi (the green guys who look remarkably like Indy), select a whip or fist icon (better weapons are available later on). If he catches you, you're automatically turned to face him, then knock seven bells out of him by either pulling back on the joystick or hitting the 'use icon' key, it's up to you. There's no skill involved and your enemy soon hits the deck, though not before taking a sizable chunk of your energy. Trouble is he's only stunned! A fallen foe drops life-giving chocolate (!), but stop to pick it up and the Nazi recovers and beats you up again, so you lose the energy you just gained! So whaddayado? High-tail it outta here! Alas, that won't do you much good either, as he ALWAYS recovers quick enough to give chase.

The graphics are functional, but far from dazzling — each level is fleshed out in various shades of monochrome, making the green characters look like the Incredible Hulk. The animation's not much to write home about either: again functional, but definitely unspectacular.

There's something about *Indiana Jones And The Fate of Atlantis* that makes you think you're in for a really great action adventure. It's got that indefinable something that makes you think it's your fault when this fails to emerge — it isn't! *Indy* is a very dated collect-'em-up with very little to collect, and a hopelessly under-exploited puzzle element thrown in for bad measure. Not a mega-disaster like *Temple Of Doom*, but not recommended either.

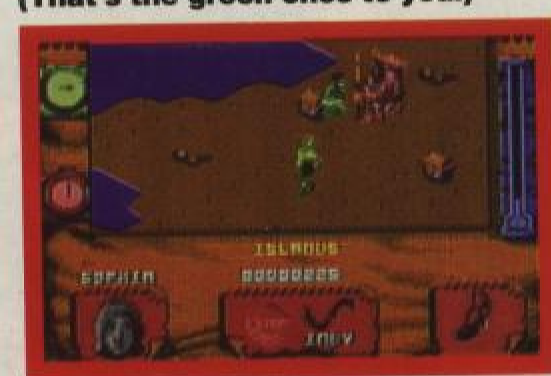


Ian! 60%

● Get your sea dog legs on pal, 'cause it's level four's submarine adventure!



● On the level five islands watch out for The Incredible Hulk people! (That's the green ones to you!)





Corky!

'But we named the dog Indiana' (to quote a very famous white-haired Scots actor), and for the latest Indiana Jones game this is very apt. *Indiana Jones And The Fate Of Atlantis* looks to me like one of the little messages Indy the dog dropped. The big question on my mind is why are Indy and various other characters green? Perhaps Indy lost all his cash in the Casino and is feeling a bit Uncle Dick.

The intro sequence is very impressive, though. Indeed, on the strength of it I assumed this'd be an excellent game (and monkeys might fly outta my butt). To be fair there's a decent game in there somewhere, it's just that someone didn't provide a big enough shovel to dig it out. Okay, you might be the type of person who enjoys this 'wander around and search every nook and cranny'-style game. Personally it bores me silly, especially as the action is as fast as my Granny on her Zimmer frame. Nice intro, icky graphics and confused gameplay, what more can I say? **53%**

TEST YOUR STRENGTH!

PRESENTATION
Nice piccies while loading, user friendly interface **85%**

GRAPHICS
Well drawn, poorly animated and bleugh colours! **60%**

SOUND
Fair old rendition of the feature film tune **76%**

HOOKABILITY
Takes a while to get used to the controls... **56%**

LASTABILITY
... by which time you'll find there's hardly any gameplay! **51%**

OVERALL STRIKE! 56%



BE A SMART ASS!



• Win an ultra-hip hip sack! Hip hip hurrah!

Da-de-da-da, da-de-da. Yeah, who can forget the fedora-hatted, bull-whip-cracking hero in the Indiana Jones trilogy of films? The 1930s were a time of adventure and brave stubble-jawed heroes, and they didn't come much braver than Dr Henry Jones Jnr — otherwise known as Indiana. As the Nazi forces were gearing themselves up for World War II, Hitler scoured the world for ancient artifacts he believed would help the Third Reich win the war. But Indy was always one step ahead of the Germans (he even beat them to the sunbeds). In the first and third movies he kept two very important historical finds out of the hands of evil.

Even though there's no chance the latest game *Indiana Jones And The Fate Of Atlantis* will be placed on celluloid, it's a ripping yarn in true buckle-swashing style. It's 1938 and artifacts that point to the existence of Atlantis have been found. Two are in the possession of Sophia Hapgood, a long-time 'friend' of Indy. A thief relieves Sophia of her artifacts, but Indy allows her to tag along as he searches for the fabled island (yes Atlantis). The token bad guy is Klaus Kerner, a spy working for Dr Ubermann, a German scientist who has discovered, through the artifacts, that Atlantis is a source of great power.





Be hip, wear a sack

The race to get to Atlantis is on, but you don't have to go there to have a chance of winning one of these great prizes. US Gold have generously donated five snazzy genuine leather hip sacks (they were called bum bags in my day), for the lucky winners of this comp. Yes, now you too can be Indiana Jones as you search the world for priceless treasures, snog loadsa sexy girlies and battle with the Nazi hordes. Well maybe not, but at least you can impress your pals with your whip-cracking skills as you swank around wearing your booty. All you have to do is whip out your biros and answer the following questions:

1. Which famous artifact did Indy chase in *Raiders Of The Lost Ark*?
2. Who played Indy's father in the last film?
3. Harrison Ford played a space-faring mercenary in a trilogy of excellent movies. Name the character.

ZZAP! COMP



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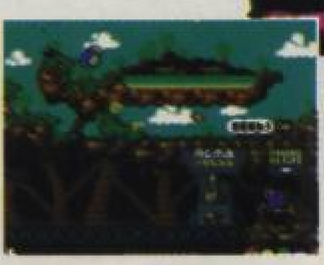
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Commodore Format 90%
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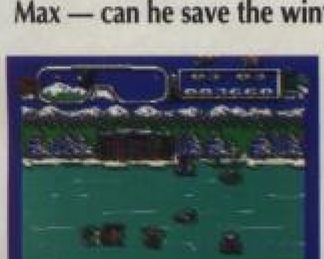
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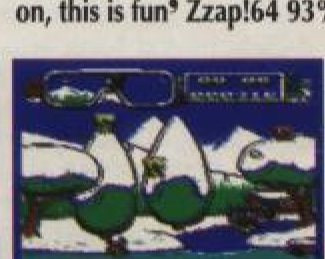
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Lords of the

Welcome, ladies and gentlemen, to the main contest of the evening. In the red corner, PHIL 'EASY, EASY' KING, weighing in at 273,846 pounds. And in the blue corner, a selection of boxing and wrestling sims, all eager to plant an uppercut on one of the fatso's 15 chins then nail him to the canvas with an Atomic Drop!

WRESTLING

CHAMPIONSHIP WRESTLING

This crusty clincher's really showing its age (over five years!) now. So much for long, crowd-pleasing bouts — these fights are usually over within ten seconds! And although there's a total of 25 moves to access (via a complex control system), I found I could win most of the time by just punching and kicking till my opponent's energy was low, then jumping on him to pin him down. Trying to do anything else is frustrating as the control system's too tricky for its own good.



The quickness of the bouts makes the multiload even more painful. It's needed to load in two of eight wrestlers, plus their animated pre-match portraits and comments. As with *WWF*, each wrestler has a special move, but this time there's no waggling, just combinations of fire and directions to achieve the various moves.

In the championship you fight each of the other wrestlers in succession — game over if you lose any bout. Alternatively you can practise against any computer-controlled wrestler, or up to seven friends in the multi-player mode.

Sadly, most will find it frustrating and over far too quickly — there's no satisfaction from such a short grapple.

OVERALL STRIKE! 45%

MICROLEAGUE WRESTLING

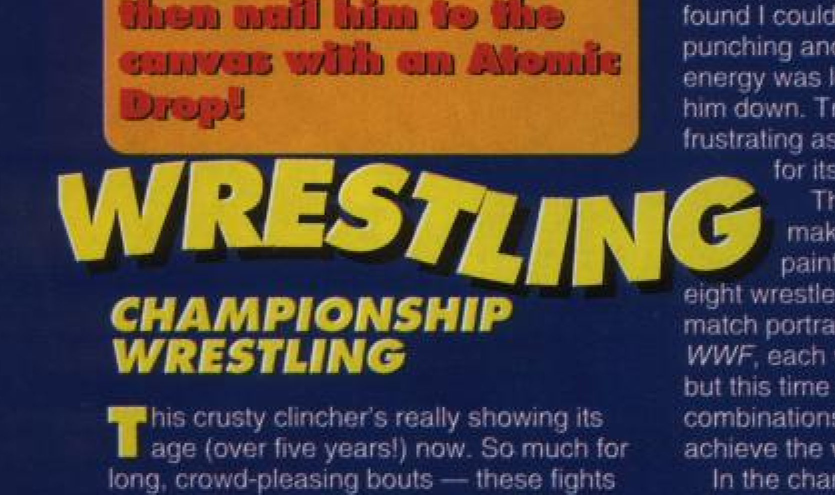
Long before Ocean's *WWF* there was another official World Wrestling Federation licence. But *Microleague* isn't in the same league as its supreme successor.

For a start, there's no arcade action. This is, in fact, a very crude strategy game. All you do is select a move from a menu of manoeuvres and hope it beats your opponent's selection. The winning move is then played out via a sequence of indistinct digitised screens.

Which move succeeds depends on each grappler's level of damage sustained, their 'Relative Dominance' (shown by a bar) and the probability of completing that move

WORLD WRESTLING FEDERATION

The cream of wrestling sims will have you creamed in no time! I'm telling you, folks, this is a real joystick melter, 'coz the success of your grappling largely depends on waggling like mad and hammering the fire button too. By the time you've got your opponent held down for a count of three, you're literally dripping with sweat!



You get to play any of three 'goodie' wrestlers: Hulk Hogan, Ultimate Warrior or British Bulldog. In one-player mode you take on five progressively more difficult (but not that difficult) computer wrestlers: Mr Perfect, The Warlord, Million Dollar Man, The Mountie and Sergeant Slaughter. Each grappler has a special move of his own (eg Sergeant's Camel Clutch!), plus all the usual punches, drop kicks and flying kicks. You can even climb onto the ring posts for a superleap, or battle away outside the ring.

The action really hots up when the wrestlers get into a clinch. A joystick icon below the play area indicates this is the time to waggle like mad to increase your grapple strength — the first player to reach maximum performs his special move. Get knocked to the canvas and you must hammer the fire button to get to your feet before your opponent pins you down.

It's all good clean fun, especially in two-player mode which is a real contest of wills (and joystick endurance!).

All the moves are excellently animated, and the wrestlers even look much like their real-life counterparts. Presentation is as glitzy as the real thing too, with an effective intro (searchlights playing over a crowd), some nice wrestler portraits and the essential pre-match trading of insults!

WWF beats the competition to a pulp. It'll certainly have you grunting and groaning for more — there are few more enjoyable ways to build up your biceps!

OVERALL STRIKE! 90%

(some are more difficult than others).

Of course, all the top WWF wrestlers are included (along with their obligatory pre-match interviews), but the 'action' soon gets repetitive. As soon as one fighter starts to dominate, he's highly likely to win due to his increased ability to perform the moves.

Microleague's simple strategy is far too lightweight to have you pinned to your joystick.

OVERALL STRIKE! 38%

ROCK 'N' WRESTLE

One of the earliest attempts at converting wrestling (six years ago!) and definitely one of the worst. Once again there are a large number of moves (24), but only four of these are available at any time, depending on the situation. The general idea is to punch and kick your opponent's energy down, then pick him up and throw him with a spot of joystick waggling. Trouble is, the nine computer opponents seem to have superstrength: even when down to zero energy they can still lift you up effortlessly and finish you off!

Of course, there's a two-player mode in there, but *Rock 'N' Wrestle* plays as bad as it looks. And boy, does it look bad! Talk about chiselled features, the wrestlers look they were carved out of concrete by a cubist sculptor. Sound is just as primitive, even including a garbled attempt at digitised speech for the referee's count. Don't bother with this huge belly flop.

OVERALL STRIKE! 27%

TAG TEAM WRESTLING

Don't be tempted by the 'tag' novelty, this is utter tripe. The wrestlers hobble round the ring so badly they could do with Zimmer frames. And the gameplay's just as clumsy. The killer-blow for all combat games strikes again: yes, repetitive move syndrome. You can successfully use the same move time after time to beat opponents with less intelligence than a turnip.

The inclusion of collectable weapons reveals what this really is: an adapted beat-'em-up, and a piddle-poor one at that.

OVERALL STRIKE! 15%

Ring! BOXING

THE CHAMP

I reckon this one was a bit underrated at the time of its release (74%, Issue 59). Like *Barry McGuigan* it includes a training section, but here this involves some neat arcade sequences.

For starters, warm up with a bit of skipping — time it right or get your legs tangled up! On the punchbag you waggle rhythmically to hit it as many times as possible within the time limit. The sandbag is the most skilful exercise: you have to repeat a sequence of punches perfectly.

As well as improving your fighter's stats this also helps you get used to the controls — not that they're that complicated. By pushing fire with joystick direction you can do left/right hooks, jabs, body blows, uppercuts and the tastefully named 'killer punch'. This knocks down your opponent — if he's got little energy left he probably won't get up in time to beat the count. To defend against this and other punches, you can guard your head or body, or even do some dancing!

If you can't knock your opponent out, you can still win on points at the end of nine three-minute rounds. Victory enables you to challenge a tougher opponent — beat the top guy to become world champion. Or you can practise your pugilism on a friend in the two-player mode.

Either way the action is very realistic with lots of strategy — the computer boxers certainly aren't brain-dead and you can't risk using the same move on them too much. It's a tough game, just like the real thing, but highly appealing with some nice backdrops (the ring, gym and back street) and well-animated fighters. It's a knockout.

OVERALL STRIKE! 80%

FRANK BRUNO'S BOXING

Any comeback by this oldie is a bit dubious. Based on (but not an official licence) the ancient *Punch Out* coin-op, this has eight computer opponents with vastly different fighting styles — 'Fling Long Chop' even does kicks!

The action is viewed in 3-D, from just behind your boxer (Frank, of course!). There's no moving around the ring (never Bruno's strong point), just choosing from a selection of punches: left/right hooks, jabs, uppercuts and Frank's famous knockout punch.

Both boxers have a power bar which increases every time a blow is successfully landed; get hit and it decreases. When it reaches maximum you can use your knockout punch to deck the other guy —



BARRY MCGUIGAN WORLD CHAMPIONSHIP BOXING

Poor old Bazzer, he's had a tough time of it lately. It was bad enough losing his title to Steve Cruz in a Las Vegas car park, but now Barney Eastwood's taken him to the cleaners for a bit of bad-mouthing (I thought boxers were supposed to do that!). I'm sure the £600,000 libel award will go some way to alleviating poor old Barney's upset — I wish someone would bad-mouth me! (You've got it, git features! — Ed).

Oh well, at least Barry's computer game's still the champion, holding the title for an incredible six years. Okay, so the opposition's been only marginally better than Bruno's, but there's certainly no sign of brain damage here. Gameplay's still as sharp as ever with a powerful hook.

You don't get to control McGuigan himself — in fact, he's one of 19 fighters up against you. Before you start your rise to glory, you must 'assemble' your boxer, choosing his personality, fighting style etc.

Challenge another fighter (at first, only the worst two boxers are available) and it's time to do some training. By allocating units of training time to five areas (light bag, heavy bag, shopping bag etc) you can improve various physical aspects.

The fight takes place in a pseudo-3-D ring with the well-animated boxers shown side-on. Combinations of joystick direction and fire allow access to nine possible moves, including jabs, uppercuts, hooks and the defensive 'guard up'.

It's very playable stuff, and the computer opponents all have different styles so you really have to box clever. Alternatively you can punch a friend's lights out in the neat two-player mode which also allows both of you to challenge computer opponents. It may be old, but *Barry McGuigan*'s still a classy fighter.

OVERALL STRIKE! 85%

FIGHT NIGHT

Not the most serious sim in the world, this has two big cartoon sprites hammering away at each other. There are five computer opponents, each with their own fighting style and Superblow, eg Dip Stick does a below-the-belt jobbie.

All the moves are humorously animated, with your boxer being deformed by a Superblow. Eight manoeuvres are available, including the faking of punches and raising/dropping of guard. Bouts are three rounds long and, knockouts apart, won on points awarded for successful punches.

Fight Night's still very amusing, but it's showing its six-year age a bit now. The animation's on the sluggish side, and the actions of your fighter seem a bit detached — somehow you never really feel you're in control.

Nevertheless, it's still a good laugh with two players, and the disk version's elevated by a 'round robin' tournament and boxer construction set, allowing you to literally build your own fighters with various body parts!

OVERALL STRIKE! 76%



BY FAIR MEANS OR FOUL

Just like Cassius Clay, this changed its name to *Pro Boxing Simulator* for its CodeMasters rerelease (I didn't know the Codies released Muhammed Ali! — Ed).

Actually the original title was more suitable as this version of boxing allows the use of kicks and head butts! But only when the ref's not looking, which is quite often as he regularly falls asleep (no doubt the result of watching too many Bugner fights). This is a good way of reducing your opponent's energy, but if a foul blow is spotted, one of your five lives is removed.

Probably the oddest thing about the game, apart from the purple-coloured fighters, is the way boxers get up for the next round even after being counted out!

It's not exactly the most sophisticated or realistic boxing sim around, but the cheating aspect is a lot of fun. Sadly, there's no two-player game, though the computer opponents are pretty tough.

OVERALL STRIKE! 70%

trouble is, he gets up the first two times.

The limited gameplay gets repetitive, while graphics are on the crude side with quite a bit of glitching on the large sprites. Not really a top contender any more, know what I mean, 'Arry?

OVERALL STRIKE! 53%

STAR RANK BOXING II

I don't think this was ever released on its own, but was recently included on Activision's disk-only *Power Hits* compilation.

I enjoyed playing it, at least for an afternoon. It's hardly the most sophisticated sim around, with a minimal number of available punches and moves, but it has a simple sort of hookability. Rounds are usually closely contested and fights often go the full distance with a panel of judges giving realistic scores.

As well as punching the other bloke's lights out in the side-on arcade section, you get to choose his training between matches.

OVERALL STRIKE! 50%





TKO

Another attempt at 3-D, toe-to-toe fighting with an innovative split screen showing frontal views of both fighters. The large boxer graphics are pretty smooth, but you're likely to get cross-eyed trying to watch both displays simultaneously! On one hand you have to move your guard around to defend your face and body, at the same time trying to find gaps in your opponent's defence.

It all works about as well as an inflatable dartboard. The tactical approach just isn't successful — I did just as well with all-out manic punching. Oh well, it never did Nigel Benn any harm!

OVERALL STRIKE! 41%



FINAL BLOW

Fnarr! But spending your dosh on this seedy sim ain't funny. Those huge sprites look great static but their animation isn't so hot — there aren't even any knockdowns, they just crouch in agony!

The simple slugging action's less of a contest than your average Frank Bruno fight. Just keep jabbing continuously and the thickie computer opponents keep walking straight into your fist! This quirk also ruins the two-player game, as no-one is willing to attack!

OVERALL STRIKE! 30%

STREET CRED BOXING

This pathetic punch-'em-up has no cred whatsoever. Especially in the graphics department — the boxers look awful, all with shaven heads, grubby vests and baggy trousers (from the Chris Eubank school of fashion, perhaps?).

You get to train up to five such fighters, depending on how hard you waggle to hit a punchbag. This is the first of three multiloaded sections. Next you get to spar before finally taking your gang out onto the streets to fight all-comers. No ring, ref or rules here, just crude beat-'em-up bilge.

OVERALL STRIKE! 22%

DEVASTATING BLOW

The lowest blow of them all. It must be the easiest game ever: just stand still, punching away and you win by a first-round knockout — every time! The fighters looking like anorexics with varicose veins, and the ring is a pukey, eye-burning yellow monstrosity. Devastatingly bad.

OVERALL STRIKE! 10%

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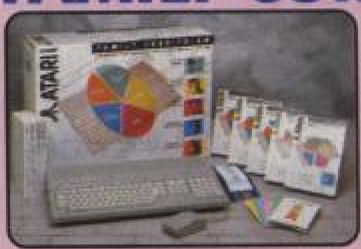
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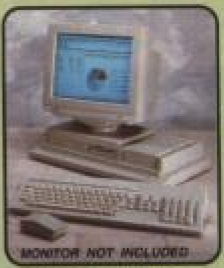
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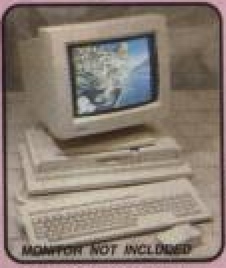


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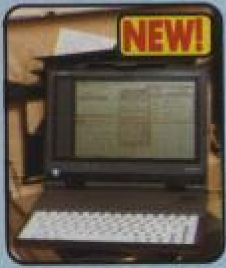


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Watch out Goldfishfinger, it's Double-Bubble Seven!

James Pond II: Codename Robocod

Peep Show!

Serve the public trust, protect the innocent and uphold the law. There's a new guy in town, so come quietly or there'll be trouble. MARK 'GLUG GLUG' CASWELL investigates some fishy goings-on.



The dastardly, devious, diabolical, despicable (and any other nasty word starting with 'D' you can think of) Dr Maybe is back (whatever happened to his front?). And this is possibly his most diabolical, dastardly devious (thank you Corky, we get the message — Ed) plan. Dr Maybe has

Head for the ant hills with...

Nobby The Aard





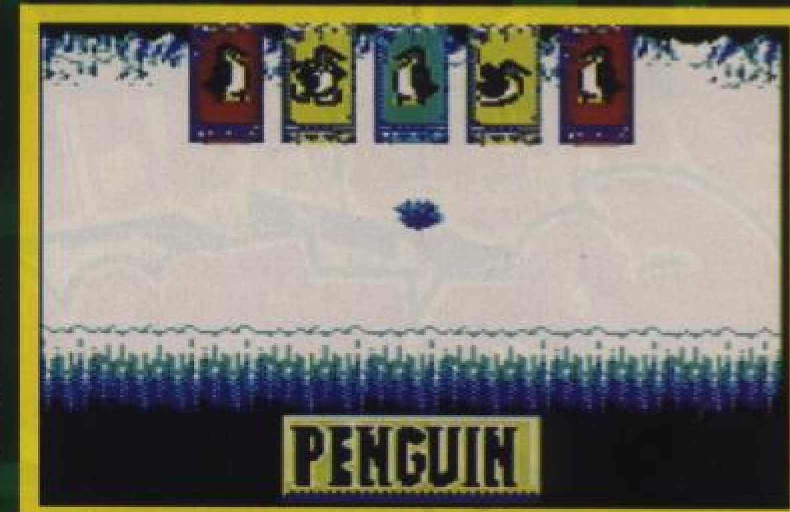


Useless fact no. 12653: Aardvark is the first word in the dictionary (unless you're holding it upside down, then it's zymurgy). It's also the hero of the latest Thalamus game. MARK 'SCRATCH SCRATCH' CASWELL gets ants in his pants...

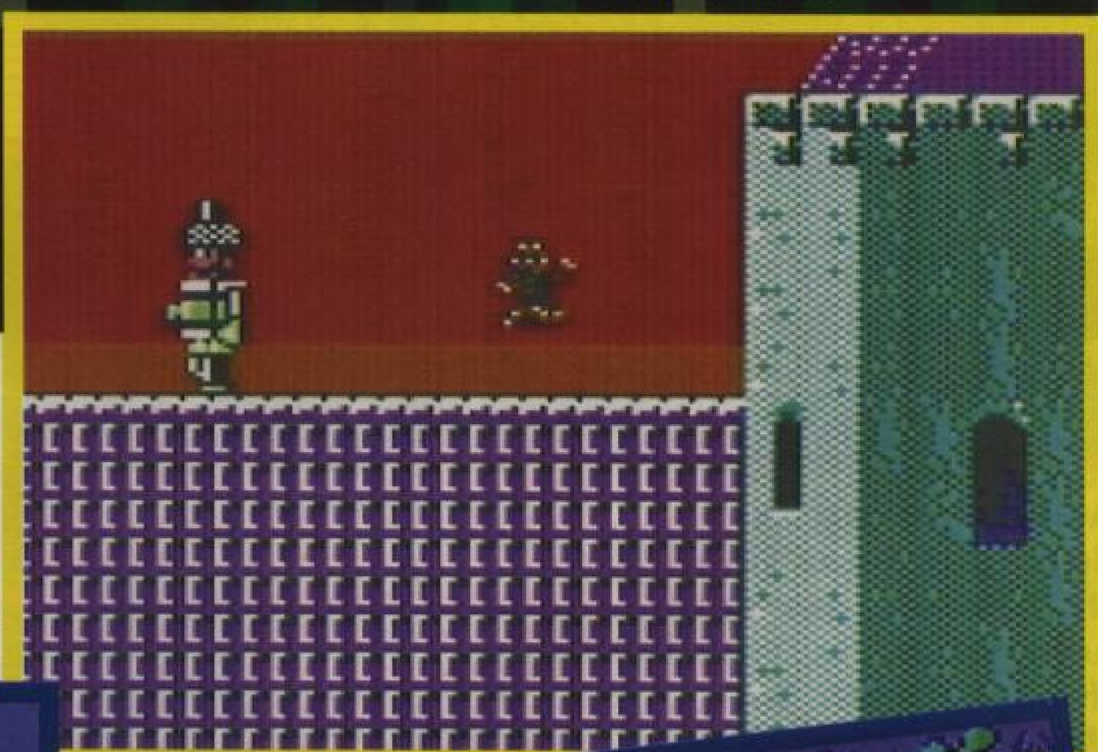
infiltrated Santa Claus's toy factories at the North Pole, and has planted loadsa bombs. Now big alarm clocks with wires attached would attract attention faster than a stripper at a Sunday-school picnic, so these explosive devices are disguised as penguins (the birds, not the choccy biccies).

They'll detonate in 48 hours unless we can find a heroic-type person in time, and so enter stage left Pond... James Pond. And to give James a fighting chance the top scientific boffins have designed the amazing Robosuit. So enter into the fray (big fanfare please) RoboCod, several pounds of old tuna fish tins held together with double-sided sticky tape. With his awesome RoboPowers, our hero has to defuse the bombs and save the toy factory. Check out *James Pond II: Codename RoboCod* when it hits the streets (with a hefty thud) very soon, priced £11.99 cassette, £16.99 disk from US Gold.

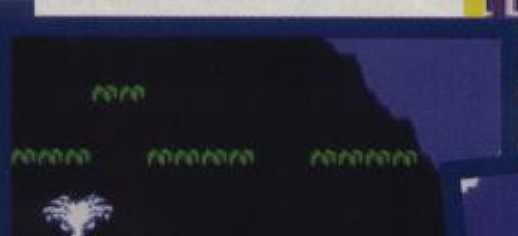




Programmed by Genesis Software (the guys who brought you *Spike In Transylvania* and *CJ's Elephant Antics*), *Nobby The Aardvark* will be released soon on the Thalamus label.











There have been several games where you play a furry creature of some description, but a scruffy anteater with a hooter the size of an elephant's is a first on me.

The character in this game is Nobby (good name for a burglar as well), who races through the multi-directional scrolling, platform-laden levels, avoiding being sent to aardvark heaven by attackers. He starts off unarmed, but every time he passes an ant hill he sucks up the inhabitants so he can spit them at aggressors (this also gives loadsa bonus points).

Attackers include squirrels, birds, sentient airplanes, raccoons and swarms of bees. Nobby kicks off with eight lives, but these are soon depleted when he's hit by meanies.

It's not *all* platform leaping though: Nobby pumps up and down on one of those manual railcar doobries (excellent animation), and then takes flight in a red hot-air balloon — and they said *pigs* would fly!



Be a fall guy in... Stuntman Seymour

Peep Show!



After starring in *Seymour Goes To Hollywood*, our spud-headed pal is back in the limelight. So MARK 'CUNNING STUNTMAN' CASWELL says 'lights, camera and action' for Seymour's latest escapade.

Stunt Man Seymour takes the bucktoothed one to several film sets as he stars in yet another Hollywood epic. In each, Seymour leaps and bounds through platform-filled screens to kill a fat sod at the end (no, not Phil).

The first location is the Wild West, with vicious Indians and nefarious gunmen to contend with. Luckily Seymour isn't as helpless as he looks, he carries a gun loaded with 'good guy' bullets (ie they're unlimited) and very cautiously lugs around ten bombs. As the villains take their last trip to Boot Hill, various objects appear in their wake. These either bestow bonus points, or more useful extra bombs.

After the fatty at the end of the level has been splatted, it's onto a pirate ship to battle with a Long John Silver clone and his band of scurvy pirates (harr, Jim me lad). Will Seymour win an Academy Award for his efforts? Find out soon when *Stunt Man Seymour* is released by the Codies, at the extremely low price of £3.99.









it's Corky!

G'day my fluffy little polka-dotted halibuts, it's another fun-filled day at ZZAP! Towers. Fatty Fil is staring into empty space (his lunch box) and Ian is trying to grab screenshots on the Mac (but they keep running away). Steve is attending an important meeting (read: 'down the pub'), and me... I'm listening to some classic Madness tracks on me Walkman (or should that be Walkperson?). After a rainy start, the summer is officially here (at the time of writing this intro anyway) and Bash, our friendly neighbourhood Barbarian, is out trying to find a virgin to sacrifice to celebrate the fact. It's something to do with his pagan beliefs, it may have worked several millenia ago but we're a bit more civilised now. I didn't have the heart to tell him that virgins are about as rare in Ludlow as the sight of Phil King at the local Weight Watchers meeting. He'd probably have cut my head off with that bleedin' great stone axe he carries around everywhere — he even sleeps with the damn thing under his pillow. You certainly don't need laxatives with that guy around (*phrrt*), but enough of the waffle it's on with the tips (about bleedin' time, hic! — Ed). I'll see you at the outro.

TURBO OUT RUN

Kixx

These handy driving tips first appeared in Issue 58, so shove the key in the ignition, put the pedal to the metal and drive like a bat out of hell. Alternatively, dig out yer copy of *Turbo Out Run* and find out how to complete the game from New York to Los Angeles.

New York — Nothing to worry about, just use two turbos down 5th Avenue. But watch the narrow roads around the halfway mark, especially with cars milling around.

Washington DC — There are two sets of barriers to turbo through, along with several jumps. The police are out in force along with quite a few twists in the road, so DON'T turbo until you're through the danger areas.

Pittsburgh — Don't turbo after the second turn, it's a very sharp bend to the left, so slow down a little. You can just get away with nicking the edge of the road at this point without crashing.

Indianapolis — This is a short course but there are some vicious turns along the way, particularly at the start. The first bend is to the left and isn't too bad, but for the second bend (another left) it's a wise man (or woman) who slows down. As ever, time is tight when you approach the checkpoints, so be safe and slow down rather than take unnecessary risks.

Checkpoint 1 — It's a good idea to get hi-grip tyres for the bends in the next four stages. The engine is a secondary choice, but don't even think about the higher-power turbo. It's best to leave it for roads where there aren't too many bends.

Chicago — The second city turn is a sharp one to the right, so be ready to keep over to the right. There are a few hills to race over but once again the mass of cars is the problem.

St Louis — On this section we meet the first fork (and spoon, and knife) in the road. The barrels dictate the direction of the road and slow you down if you run through them. The road narrows significantly after the barrels, so forget about turboing through most of the second half of the section. The final run can be turboed through to take you onto the next section.

Memphis — There are a LOT of turns in this section so take care and slow down if necessary. You can use a turbo at the start, but don't try any fancy stuff on the tight bends — until you spot the tumbleweed at least. From there on, the road is relatively straight with a wide final section as you go across the line.

Atlanta — No problemo. There's a narrow turn at the end, but for most of this stretch of road using the turbo is no problem. There's very little in the way of roadside objects, which is a blessing when the time limit is tight.

Checkpoint 2 — After getting the hi-grip tyres at the first checkpoint, install a high-power engine, you can bet your bum you'll need it.

Miami — No sweat whatsoever (cocky git). Twists and turns galore but none of them are sharp and all are quite short. The only problem is how to avoid hitting the edges when overtaking the mass of cars. A well-timed turbo pass on the straights should do the trick.

New Orleans — The first bend is a long one to the left, so don't think about using a turbo unless you're on the left hand side of the road. The second bend isn't so long but it's sharp and nasty. You can turbo through the middle of the course, but towards the end things get tight with plenty of twists to throw you around.

San Antonio — As in New Orleans, watch for the sharp bends towards the end of the course. Also keep to the sides while rushing past the barriers around the halfway point. The time is now very short, so take it carefully and anticipate which way the road is going to turn. Fast reactions are essential for this section.

Dallas — There's no sign of Cliff Barnes or JR Ewing in this section, but there's no time to sightsee on this road leading up to the checkpoint. The turns throughout are VERY tight, so try to stay in the middle lane and keep your eyes peeled for them. Don't think about turboing through the narrow streets, not when you're this close to the checkpoint (holds fingers two inches apart).

Checkpoint 3 — Needless to say, the special turbo is the next (and last) device to bolt onto your F-40.

Oklahoma City — Lots of high hedges either side of the road can give you a squashed-in feeling, which isn't helped by the tight turns. Overtaking other cars is difficult, but stay in the middle lane and only turbo at the start or the end. Do this

TRASHMAN

Megatape 28

Here are a couple of tips on this old but trusty game. Thanks go to Paul Ward from Leeds for his help.

When the game starts, walk into the middle of the road and wait for the car to hit you (don't get hit by the motorbike). When this happens press the RESTORE key once. Now when you restart the game you'll find a car blocking the road a bit further up the street. This means that the traffic can't get by, thus leaving a traffic-free zone. But a word of warning: whatever you do, don't touch the car blocking the road and don't get run over by the dust-cart.

ROBOCOP

The Hit Squad

You're gonna be a bad-ass mutha with these two handy music listings which first appeared in Issue 50. So load up the game, Reset it (with a Reset cart or switch) then ENTER and RUN the program.

```
0 REM ROBO-RAP SPEECH LEVEL ONE
1 REM BY SEAN/ADE MEADS IN 1989
3 REM LOOK OUT FOR OUR SAMPLE
MUSIC MAKER/PLAYER SOON TO BE
RELEASED
5 FOR I = 49152 TO 49221: READ A:
POKE I, A: NEXT I
6 POKE 53265, 0: SYS 49152
10 DATA 120, 169, 53, 133, 1, 160, 5, 32
20 DATA 34, 236, 32, 60, 236, 169, 242,
141
30 DATA 50, 236, 206, 61, 236, 136, 208,
239
40 DATA 169, 242, 141, 40, 236, 169, 246,
141
50 DATA 50, 236, 32, 34, 236, 32, 60, 236
60 DATA 238, 61, 236, 200, 192, 9, 208,
```

HUDSON HAWK

Ocean

Here's an infinite lives tip for the disk version of *Hudson Hawk*. Just after you've typed in **LOAD "*", 8, 1** press SHIFT/LOCK and release it only when the first level has loaded. Voilà, infy lives. Thanks to J Rajala from Finland for that handy snippet.

anywhere else and you'll be asking for trouble.

Denver — Probably the hardest stretch of tarmac in the whole game. This section features turns galore, all of which are short and VERY tight. So using the turbos is a certain way to commit suicide. If you do manage to turbo through most of this section you're a jammy so-and-so. As you go under the snow bridge towards the end you can turbo with relative safety as the checkpoint is only a couple of turns away.

Grand Canyon — It's strange that things are starting to get easier towards the end of the game, but who are we to argue? Just turbo through this section, taking care not to do so too much on the long turns. There are a few tight turns midway through, but nothing to really sweat about.

Los Angeles — The final stage (hooray) and yet one of the easiest in the whole game. There are a few long corners to watch out for, but you're free to go for it otherwise. Vvvrroooom!

GOLDEN AXE

Tronix

Issue 71 first saw these *Golden Axe* tips appear, thanks go to the folks who sent them in. The game has since been released twice more — on a compilation and as a budget jobbie a few weeks ago — which probably explains why so many of you have been begging my help with it!

Golden Tips

- Running around causes a speedy enemy to slow down. However, a mild hit on an enemy causes it to run around at dangerous speeds.
- On the earlier levels, save magic up to use against the superbaddies, while on later levels use magic frequently. It may not be as powerful, but it's dead useful for clearing a path through attacking skeletons.
- Try not to do too many jump-and-slash moves, as it's more than a wee bit fatal if you miss. Plus the baddies soon wise up and start dodging your moves.
- Don't use piledrivers or aerial slashes on end-of-level baddies, as they'll almost always hit you. The baddies also have two speeds of movement: when they're running it's best to run around them until they try to slash you. When they do this their movements become slower, and thus they're less aggressive.

And Now For A Brief Look At Each Character...

Axe Battler

Magic — Earth
Attributes — Strength
Weakness — Slow Speed
Only competent magically, Axe Battler is unbeaten on the physical front.

Tyris Flare

Magic — Fire
Attribute — Speed
Weakness — Poor Strength
Tyris has the best magic and is the most agile character, but she isn't very strong.

Gillius Thunderhead

Magic — Lightning
Attribute — Powerful Axe/Head-butt
Weakness — Poor Jumping
Gillius's axe and head-butt are great for enemy disposal, but his height is a disadvantage against skeletal warriors. Lightning is good magic, certainly equal to Axe Battler's Earth spell.

```
242
70 DATA 169, 236, 141, 40, 236, 169, 8.
141
80 DATA 61, 236, 76, 0, 192, 83, 69, 65,
78, 45, 65, 68, 69, 0

0 REM ROBO-RAP SPEECH LEVEL
THREE
5 FOR I = 49152 TO 49216: READ A:
POKE I, A: NEXT I
6 POKE 53265, 0: SYS 49152
10 DATA 120, 169, 53, 133, 1, 160, 5, 32
20 DATA 97, 236, 32, 123, 236, 169, 245,
141
30 DATA 113, 236, 206, 124, 236, 136,
208, 239
40 DATA 169, 245, 141, 103, 236, 169,
254, 141
50 DATA 113, 236, 32, 97, 236, 32, 123,
236
60 DATA 238, 124, 236, 200, 192, 9, 208,
242
70 DATA 169, 236, 141, 103, 236, 169, 6,
141
80 DATA 124, 236, 76, 0, 192, 83, 69, 65,
78, 45, 65, 68, 69, 0
```

TURRICAN

Kixx

These handy *Turrican* tips first appeared in Issue 65 but, since soooo many of you have written in asking for help, here they are again! Thanks go to Robin Hogg for typing them out in the first place, and to all the readers for sending them in.

Turricanny Tips

Hidden around each level are a number of invisible stone blocks which can be revealed by laser fire or by sweeping the lightning flash around the screen. They are well worth going for as they give out power-ups and even a few extra lives (if you're lucky). It's harder to spot blocks on the first levels as they're all 'open plan' (so to speak), but as you descend into the more difficult complexes the rooms become smaller and more enclosed.

On harder levels you can make gun emplacements disappear by walking away so they scroll off screen. Walk far enough and then back: voilà, they should have gone (don't blame me if this doesn't work).

The most effective weapon (apart from the lightning blast) is a grenade. Providing it hits something it can do a lot of damage and has a wide-area effect as well. The mines are best used to get rid of barriers or aliens who can't get at you but whose death boosts your power-ups. Go right and past the up/down spikes, leap on the blocks and reveal the power block and jump up onto the lift. This will take you into a chamber high up where six 1-Ups await (you'll need to collect three on one side before being able to grab the others).

Once you've grabbed the extra lives, fall down/right to land on a block before you hit the spikes below. Move right, timing your movement past the up/down spikes. To get past the falling debris just do a large jump across, you can't stop the flow of debris but you can rack up the points by lightning-blasting it as it falls. Once past, go down and to the far right to get the hidden power-ups. Jump up and go through into the open chamber and use the gyroscope to get past the four blocks.

Nip through the up/down spikes and run over to reveal the World 2 Pincer Alien. You can either stand on the right-hand side of the ledge near the entrance and use everything on the Pincer Alien, or you can gyroscope past it and hit it from behind (this is the best method). Use a combination of grenades and energy lines first, then finish it off with the lightning blast. Now go to World 3.

SUMMER CAMP

Kixx

With the rerelease of Max's first escapades (see review this issue), I thought I'd better include these handy tips.

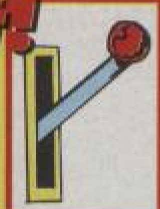
- Mousetraps only kill from below, so they can be used as platforms to run around on.
- Hitting the 8 ball from directly below produces a still platform. Jumping at it from an angle will make it roll: use it as a moving platform or to destroy enemy creatures.
- The tail twirling (helicopter) takes time to wear off, avoid if possible.
- Food gives 10 energy points, ACME boxes reset your energy level.
- Parachutes save you from a long fall and it's easy to die, so keep one handy.
- Shoot the creatures to reveal various items, including Faces to get 1000 points, the Clock to stop time for a good few seconds and the Heart for an extra life.
- Watch out for the whirlwind as it produces a good few chickens, and when it's not it chucks out bullets at a heck of a rate (use a smart bomb or invulnerability if possible).

There aren't many screens per level, but here's how to get through the trickier ones on Level One.

Screen 1 — Easier to attempt from the right. Use the 8 ball to destroy Old Faithful geyser.
Screen 2 — Quicker to solve from below. Watch out for the bees as they drain energy.
Screen 3 — Best not to use flight (unless it's the last box of the level), better to collect it from the left.
Screen 6 — Use the 8 ball icon as a platform.
Screen 7 — Come from left/above and get smart bomb.
Screen 9 — Destroy creatures on the bottom platform and jump to get box.

What duz wot!





BLOCKS
Some blocks have to be shunted into *exactly* the right place, while others trap ya for good if touched!

SWITCHES
Stand next to 'em — tricky on certain platforms — and hit the 'fire' button. Once in the 'down' position, a section of wall somewhere in the pyramid disappears…



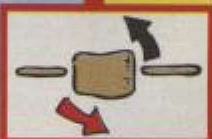
MUMMIES
Fortunately few and far between; Bod Bombs deal wiv 'em eventually, but you'd be better off avoiding the beggars by super-jumping over their bandaged bonces!



TRAPS
Spikes, man-traps and fire-breathing fish heads! Avoid at all costs, each rob you of valuable lives on contact.



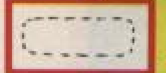
POTIONS
The four potions available on Level One are Reverse Joystick, Fast Bod, Extra Time and Slow Bod. Find out which is where on the map.



TUMBLING BLOCKS
These special spinning blocks occasionally help but more often than not hinder your progress. They can be jumped through from beneath.



ROOF SWITCH
There are only two of these in the Egyptian phase, but both have to be nutted to complete the level. Check-out the screen map for exact locations…



INVISIBLE PLATFORMS
They're here, they're there, they're every bleedin'…where?!

I'm really miffed this month 'coz there's only been a trickle of letters in from you, my supposedly faithful readers. Thank the Lord I managed to do *The Bod Squad* screenshot map. Please show that you care and send in some tips to *IT'S CORKY, ZZAP!, Case Mills, Ludlow, Shropshire SY8 IJW.* See you in thirty.

BOD



SQUAD



OHH, WHAT A BIG STICK!

• Ten jumbo joysticks are up for grabs!!

All right, let's get the big stick gags out of the way **NOW**, especially as we're moving out of the innuendo biz. 'Phwoar, waggle that joystick madam, it's such a big one!' Feel better now?

Right, hands up those of you who own a joystick. Goodness, all of you? Okay, so who'd like a better one? Aha, thought so. Well the best you can buy at the moment is the nifty Sigma-ray from QJ, and it just so happens that the very, very nice men (and women) at Spectravideo are offering TEN as compo prizes. The Sigma-ray is a very nice little beasty, with a bright blue base and swanky black pistol-grip handle.

And so that your new stick won't slide all over the shop (especially on your parents' best table), four big black suckers hold it to the table like glue. To make sure you hit the enemy swine time after time, there are four microswitched fire buttons for a positive response. But don't take our word for it, enter this easy-peasy compo and you could be one of the ten lucky winners on the ZZAP! wheel of fortune.

This month's fabbo sports feature is boxing and wrestling: just tell us which sport we covered last month. Sling yer answer on the back of a postcard and send it to *WAGGLE THAT STICK MADAM COMP, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*. Get it to us by 14 August at the latest, or you'll have no joy(stick).



ZZAP! COMP

ZZAP! 64

MY NAME ....

MY ADDRESS ....

....

....

....

Last month's sports feature was ....

....

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Whiplash Scores

(Who could resist her?)

Time for another thrashing, you miserable masochists! You need a lot of firepower to score with me — and by the look of some of your ugly mugshots, you need major plastic surgery to score with anyone! If I sound like the cat that's got the cream, it's because that pathetic Scorelord has been reduced to scavenging from dustbins (see my letters). I don't think we'll see him round these parts again. Wait a minute, who's this dark figure approaching with Suckomatic Probe held aloft? No, it can't be... it is! Arrrrggghhh!
...Heh heh, suck on that, bitch! It's me, the Scorelord, supreme Vim-snorting ruler of the ZZAP! high-scores once more! Did you all miss me? I thought so, you bleedin' pathetic shots! Some of your imaginative entries must be taken with a pinch of Vim. I mean, 14,900,000 for *Creatures*!! Your brain's obviously gone fuzzy, Gary Hutchinson! Even some of the scores shown here are dubious, but I've given them the benefit of the doubt... for now! Send genuine scores only to *The Scorelord, ZZAP!, Europress Impact, Ludlow, Shropshire SY8 1JW*, or die!

ALLEYKAT (Megatape 26)
1,781,200 Wim Vahl, Kampen, Holland
810,050 Daniel Mitchell, Crawley, W Sussex
376,000 Michael Garnett, Hatfield, Herts

BATALYX (Megatape 25)
2,476,590 Damon Naile, Exmouth, Devon
1,493,340 Kev Charlesworth, Hailsham, E Sussex
1,152,700 Matthew Withers, Crewe, Cheshire

BIG NOSE'S AMERICAN ADVENTURE (CodeMasters)
369,345 Graham Keeling, Bournemouth, Dorset


● Gary Spence

BLACK THUNDER (Megatape 26)
740,514 Dean Vandenbergh, Londonderry, N Yorks
19,990 Gary 'Raze' Spence, Craven Arms, Shrops

BOMBUZAL (Megatape 16)
3,845,670 (Completed) Joy Cooper, Lisnagry, Co Limerick, Ireland
3,679,460 Patrick Walsh, Formby, Merseyside
3,455,830 (Completed) Iain McLaren, Anonyville

BOULDERDASH IV (Megatape 23)
60,545 Wim Vahl, Kampen, Holland
45,985 Graham Keeling, Bournemouth, Dorset
43,927 Alan Healy, North Strand, Ireland

BUBBLE DIZZY (CodeMasters)
38,073 Graham Keeling, Bournemouth, Dorset

CJ'S ELEPHANT ANTICS (CodeMasters)
257,930 (Completed) Graham Keeling,

Bournemouth, Dorset
257,434 Wim Vahl, Kampen, Holland
232,880 Matthew Withers, Crewe, Cheshire

CREATURES (Thalamus)
22,434 (Completed) Graham Keeling, Bournemouth, Dorset
16,357 (Completed) Matthew Dainty, Shrewsbury, Shrops
15,432 (Completed) Danny G, Dalton-In-Furness, Cumbria

FLIK FLAK (Megatape 20)
21,000 Rory 'Revs' Stamp, Barngarth, Cumbria
17,250 Graham Keeling, Bournemouth, Dorset
15,000 Joel Winston, Edgware, Middx



FLIMBO'S QUEST (System 3)
350,200 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
317,130 (Completed) Arif Khan, New Malden, Surrey
258,051 (Completed) Simon Wallington, Hounslow, Middx

GRIBBLY'S DAY OUT (Megatape 25)
7,325 Graham Keeling, Bournemouth, Dorset
3,262 Adrian Spink, Temple Ewell, Kent
2,925 Patrick Walsh, Formby, Merseyside

HUDSON HAWK (Ocean)
41,375 Danny G, Dalton-In-Furness, Cumbria
24,833 Rory McGlinchey, Edmonton, London

INTERNATIONAL 3D TENNIS (Palace)
$4,797,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
$3,031,534 David (Wavy) James, Smethwick, W Mids
$2,035,000 Peter 'Wiz' Spalding, Bangor, Co Down, N Ireland

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Tronix)
$20,380,030 Brian Gabriel, Blarney, Co Cork, Eire
$18,820,000 Paul Turville, Churchdown, Glos
$10,050,000 Robert Jones, Rochdale, Lancs

KLAX (Tengen/Domark)
7,842,846 (Wave 90) Aland Healy, North Strand, Ireland
7,442,846 (Wave 87) Simon Sharp, Evesham, Worcs
6,431,721 (Wave 86) Mark McGarry, Larne, N Ireland

KWIK SNAX (CodeMasters)
6,358,250 (Completed) Matthew Lawrence, Newport, Gwent
4,942,850 (Completed) Graham Keeling, Bournemouth, Dorset
4,712,780 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

MIDNIGHT RESISTANCE (The Hit Squad)
11,150,500 (Completed) Matthew Dainty, Shrewsbury, Shrops
1,650,010 (Completed) Stuart Taylor, Tettenhall, Wolverhampton
1,610,000 (Completed) Brian Gabriel, Blarney, Co Cork, Eire

MRS MOP (Megatape 28)
3,615,600 Nicola Orbell, Hedingham, Essex

NARC (Ocean)
2,003,150 (Completed) John Wilson, Camberley, Surrey
2,001,150 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
1,974,620 (Completed) Paul Sexton, Co Cork, Ireland

NAVY S.E.A.L.S (Ocean)
233,240 John Whyte, Kilsyth, Glasgow
221,348 Chris McGann, Crosby, Liverpool
221,318 (Completed) Patrick Walsh, Formby, Merseyside

NIGHT SHIFT (Lucasfilm/US Gold)
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$81,100 Paul Cardno, Formby, Merseyside
$80,200 Andy Holgate, Manchester

OUTTAKE 2 (Megatape 20)
34,410 Danny G, Dalton-In-Furness, Cumbria
32,720 Graham Keeling, Bournemouth, Dorset
22,890 Yoann Motin, Beauvain, France

PANG (Ocean)
830,473 Aland Healy, North Strand, Ireland
633,345 Paul Cardno, Formby, Merseyside
216,400 Kristian Holger Pedersen, Karlslunde, Denmark

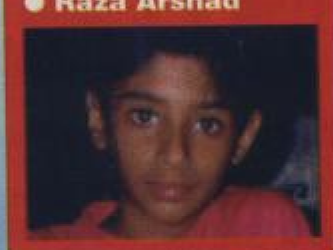


● Andy Holgate

PARADROID (Megatape 24)
233,300 (Completed) Raza 'the Baz Kaz' Arshad, Sharjah, UAE
114,570 Michael Garnett, Hatfield, Herts
107,680, Andy Holgate, Ashton-Under-Lyme, Lancs

POWERAMA (Megatape 21)
12,221,200 Michael Garnett, Hatfield, Herts
10,586,250 Murat Mustafa, London
8,805,975 Damon Naile, Exmouth, Devon

PUZZNIC (Ocean)
5,998,000 (Completed) Ronal Bhan, Lower Hutt, Wellington, New Zealand
5,455,100 (Level 8-8) CC Barclay, Edinburgh
5,444,000 Michael Thompson, Woodthorpe, York



● Raza Arshad

RAINBOW (Megatape 24)
32,350 Patrick Walsh, Formby, Merseyside
10,715 Graham Keeling, Bournemouth, Dorset
10,025 Raza 'the Baz Kaz' Arshad, Sharjah, UAE

REVENGE OF THE MUTANT CAMELS (Megatape 19)
280,532 'Ultimate Sheep', No Fixed Address
271,040 Ryan Pascall, Leigham, Devon
184,345 Paul Cardno, Formby, Merseyside

ROBOCOP 2 (Ocean)
14,358,500 (Completed) Ronal Bhan (Robo Wiz), Wellington, New Zealand
11,001,100 (Completed) Matthew Dainty, Shrewsbury, Shrops
10,011,000 (Completed) Simon Wallington, Hounslow, Middx

ROBOCOP 3 (Ocean)
2,000,000 Daniel 'Arnie' Greensmith, Ellon, Aberdeenshire

ROD-LAND (Storm)
471,100 (Completed) Ronal Bhan, Wellington, New Zealand
309,350 Graham Keeling, Bournemouth, Dorset
306,100 (Completed) Kristian Holger Pedersen, Karlslunde, Denmark

SHOTAWAY (Megatape 18)
65,070 Danny G, Dalton-In-Furness, Cumbria
51,790 Graham Keeling, Bournemouth, Dorset
17,580 Rachel Keeling, Bournemouth, Dorset

SLAYER (Megatape 17)
35,710 (4 times round) Scott 'Kwik Snax' Leach, Sutton Park, Hull
28,170 Kev Charlesworth, Hailsham, E Sussex
16,600 Graham Keeling, Bournemouth, Dorset

SMASH T.V.
12,247,490 (Completed) Paul Cardno, Formby, Merseyside
11,255,360 (Completed) Patrick Walsh, Formby, Merseyside
10,836,620 James Hoyle, Lancaster

SUPER SEYMOUR (CodeMasters)
1,523,300 Graham Keeling, Bournemouth, Dorset

SUPER SPACE INVADERS (Domark)
1,297,760 (Completed) Wayne Perkins, Colchester, Essex
321,210 (Completed) Paul Cardno, Formby, Merseyside
229,760 Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs

SUPER SEYMOUR SAVES THE PLANET (CodeMasters)
511,800 Adrian Spink, Temple Ewell, Kent

TERMINATOR 2 (Ocean)
184,550 Graham Keeling, Bournemouth, Dorset
110,800 (Completed) Liam Ryan, Co Tipperary, Ireland
100,150 John (Jojo) Cunningham, Leven, Fife

THRUSTABALL (Megatape 19)
3,418,854 Gary 'Raze' Spence, Craven Arms, Shrops
999,999 Wim Vahl, Kampen, Holland
663,954 Graham Keeling, Bournemouth, Dorset



● Gaz Hutchinson

TURBO CHARGE (System 3)
73,400 Danny G, Dalton-In-Furness, Cumbria
15,610 (Completed) Gaz 'Sexy Boy' Hutchinson, Wragby, Lincs
15,250 (Completed) Graham Keeling, Bournemouth, Dorset

URIDIUM (Megatape 27)
260,500 Graham Keeling, Bournemouth, Dorset
256,790 Michael Garnett, Hatfield, Herts
142,200 Adrian Spink, Temple Ewell, Kent

ZYBEX (Megatape 15)
391,000 Scott Leach, Sutton Park, Hull
95,745 (Completed) Matthew Dainty, Shrewsbury, Shrops
90,950 Michael Garnett, Hatfield, Herts

Bash Yer Brains!

By Crom, things are looking up on the adventures front this month! Established Archmages from lands such as The Guild and Atlas Adventure Software continue to practise their Commodore coding skills, and soon young apprentices will once again study adventure-lore on the C64.

The ancients speak of days gone by when adventures roamed free in the lands of Commodore, and heroic gamers fought the good fight, pausing only to help a fellow traveller solve a particularly difficult puzzle. Alas those days are gone; the Commodore adventure scene is not the mighty behemoth it once was, but it's growing in strength every day.

Only the tortured souls of adventuredom can see it rise to its former glory, but the brave should heed my council — the Amstrad adventure scene has been dealt a mortal blow by the apathy of its own followers, and may never recover. It's up to us to ensure this doesn't happen here. Support the indie adventure houses and they will support you, and if the Commodore adventure scene continues to grow, who knows? Steven Oakenshields might yet give me another page!

He's tough, he's mean, he knows the scene; he's brave, he's strong, but he doesn't half pong... He's Bash the Barbarian, and anyone who says he's too thick to play adventures will die horribly!



Nythyhel — The So

Judging by your letters, you all loved *Nythyhel* — hope *Black Knight* is keeping you just as happy! For those still stuck on Tony Collins's wee gem, here's the full solution…

PART ONE

1. Get and open the envelope, read telegram.
2. Examine the desk and search the drawer, take what you find.
3. Go south to the computer room and open the cabinet with the small key.
4. Search the cabinet to find the note, read the note to find the computer password.
5. Examine the computer and push the switch, read the message and type 'type Arnold'.
6. Type 'type Stevens', read the message to get Dr Stevens's address.
7. Go north to main office and open the filing cabinet, take what you find.
8. Examine the hatstand then take and wear the coat, examine the coat and take the wallet.
9. Open the wallet and go east, then north to the taxi rank.
10. Hail taxi and talk to driver, type '200 Arkham Road'.
11. Go north and unlock the door with the skeleton key
12. Type 'burn foul fiend'.
13. Examine Dr Stevens and take the notebook, examine books and read the scrap of paper.
14. Go south and hail taxi to go to British Public Library.
15. Talk to the receptionist, then examine the bookcase and read book.
16. Go south twice and hail a taxi to go to the Occult Office.
17. Go west then south and give the notebook to Penelope.
18. Go north, then east then north again and hail a taxi to go to the train station.
19. Go north and examine the machine, insert a coin and type 'Oakhampton' then take ticket.
20. Go north twice and show ticket to guard.
21. Go east twice and 'board' the train, wait until you reach Oakhampton then go south.

THE INNER LAKES by Paul Cardin

The Guild, £2.00 cassette and disk

Fishing must be the most boring 'sport' ever invented. Sitting all day on a muddy riverbank growing a painful set of haemorrhoids, impaling revolting little maggots on the end of your hook, all in the hope you'll wrench some poor unsuspecting fish out of its natural environment by half choking it with its dinner! (I always said free handouts stick in your throat). And to what end? Just to put it back again at the end of the day! Great sport guys — get a life, whydoncha?

Alternatively you could get Paul Cardin's *The Inner Lakes*, a rather good adventure based on fishing (and I thought that was impossible!). You are an angler who has his heart set on one goal — beating the record for the largest tench caught in Ireland's inner lakes (like I said, get a life!).

You start the game outside your chalet. If you follow your natural angler's instincts, you'll probably head straight for the pub for a quick half and a natter about the one that got away, but the landlord won't serve you! Forgot your tie? Barred for getting drunk and dropping your trousers? No, you just stink like Corky's sandwich box!

Needless to say, your first task involves brushing up on your personal hygiene, but rest assured there's plenty more standing between you and your prize catch! One or two people you meet en route need a helping hand, and there's no point fishing without some bait! Unless you can walk on water, you'll need to get that pesky boat started too.

The Inner Lakes is a fun game. Non-anglers will be glad to hear the tecno-twaddle is kept to a minimum, and commands such as CAST IN and STRIKE are offered in the blurb anyway. In the main it's not too difficult, and is well suited to beginners — examine everything for clues and you're well away.

On the minus side the parser's a little thin at times, and one or two things crop up in some very strange places — the cryptic poem tied to the key is particularly unrealistic. None of this stops it from being a great game though — its unforced, laid-back approach works very well.

OVERALL STRIKE! 77%

WIN AN AEON OF ADVENTURES!

Pssst... Wanna game? Wanna GUILD game? Tony Collins has very kindly sent us three C64 Super-Packs, put together especially for ZZAP! magazine, featuring TEN of his best adventures!

This month's corker *The Inner Lakes* is there, as is *Danger — Adventurer At Work*, reviewed last ish. The other games featured are *Magician's Apprentice, Stowaway, Escape To Freedom, Dark Sky Over Paradise, Dead End, The Scoop, The Amulet* and the masterful *Dance Of The Vampires*.

Several of these games are multi-parters, so an ace package like this will keep you busy for, ooh, decades at least! Although Tony sells all these games individually, they'll never again be released as a single compilation so there's only one way to get hold of 'em — just send us your name, address and shoe size on the back of a postcard (or sealed-down envelope) to: *Guild Compo, ZZAP!, Europress Impact Ltd, Ludlow, Shropshire, SY8 1JW.*

Closing date is 30 July, so be quick. And if you're fibbing about your foot size, I'll know it!

...lution

22. Go east twice and examine village green to find matches.
23. Go south to shop and buy bullet-making kit and shovel, then go north.
24. Go north to the Vicarage and give the rosary beads to Reverend Smyth.
25. Go south then east to the Museum, then south to the small building.
26. Talk to Professor Johnstone to get Museum password.
27. Examine the open desk and remove empty revolver, go north.
28. Examine door and type 'press Tony', go east twice and examine bench.
29. Light Bunsen burner, open bullet-making kit and look.
30. Take cup and mould, then read and follow instructions (use crucifix).
31. Load revolver, go west six times to the woods. Then go south, west and north twice.
32. Dig and open coffin, fire revolver at witch, examine box and take what you find.
33. Go south twice, east, north, east, north and 'board' train.
34. Wait until you reach Euston, then go west twice and south three times.
35. Hail a taxi to go to the Occult Office, go west and talk to Simmon.
36. Read letter then drop the revolver and go east, then north.
37. Hail a taxi to to go to Heathrow Airport, go north three times and talk to officer.
38. Go up and examine bags, take and wear the parachute, sit down.
39. When the plane begins to dive open the door and leap out, pull the cord.
40. Talk to the farmer and get the Part Two code (which is AT5I ST96).

PART TWO

1. Say to farmer "AT51 ST96" (this is the password from Part One).
2. Examine grass to find the money belt.
3. Examine and wear the belt (it's full of dosh).
4. Open the gate, and go E, S.
5. Get the pitchfork, go east, open the barn, and go east again.
6. Use pitchfork to find petrol can (get it).
7. Go W, W, S, E, and say to Pierre "Hello".
8. Say to Pierre "Yes".
9. Examine plate to find the keys.
10. Go south and enter the van.
11. Insert key into slot, turn key, drive van.
12. Out, show certificate to gendarme.
13. Enter van, turn key, drive van, out again — you ran out of fuel!
14. Go west and examine the foliage.
15. Go east twice, then north to the petrol station, and fill the empty can.
16. Go east and pay the lady.
17. Smash the wine glass then go W, S, W.
18. Fill the van, turn key, and drive van.
19. Go east then SW and say to woman "Hello".
20. Pay woman, then go NE, N, and read the letter.
21. Go south twice then pawn the brooch. Decline Joseph's first offer, and accept his second.
22. Go N, E, N and buy yourself a beer — you need it!
23. Say to Jovan "Hello".
24. Go south twice to the shop.
25. Examine the counter and the shelf, and buy the crowbar.
26. Go N, E, U and examine the door.
27. Ring the bell and (to prove you're not a Jehovah's Witness) show invitation to Laronde.
28. Go West twice and examine the bed and the pillow.
29. Read the pad and go east twice.
30. SLEEP (just like Corky during office hours!).
31. Go W, D, and lever the door with the crowbar.
32. Go N, D, move the rack and go E.
33. Say "Disperse shadows of darkness".
34. Go E, S, E, N.
35. Hide, and wait until you run into the cavern.
36. Say "Burn foul fiend" (exciting, isn't it?).
37. Free Penelope.
38. Say "Arise my body away"
39. Go S, W, N, W, W, U, S, W, D...

ALL DONE!!!!!!!

● Thanks to **Geoff Gotthardt** for sending Part 1 of the solution. If you've any further problems or just want details of more great games, contact Tony at the Guild — 760 Tyburn Rd, Erdington, Birmingham B36 8DG.


Indiana Jones
and the Fate of Atlantis
U.S. GOLD

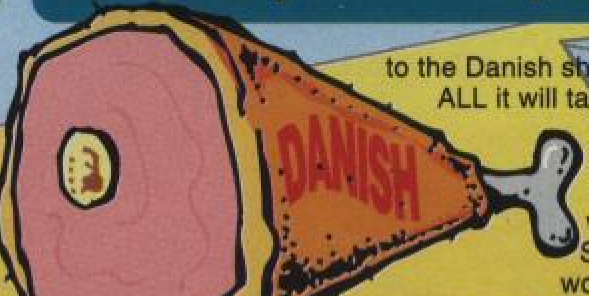

ZZAP! 64
U112



Lash 'n' Bash!

The dire duo are at it again... answering your letters, that is. Going mad about the state of software? Foaming at the mouth about ZZAP!? Then go and see a doctor! Alternatively, write to Lash or Bash at *ZZAP! Letters, Europress Impact, Ludlow, Shropshire SY8 1JW.* But don't include any urine samples.

SAVE MY BACON



Thank you for a truly great magazine, but there's one thing which is missing! Why don't you tell your readers how to order the games when you're writing about them?

Take this example: I live in Denmark, and I'm drooling over a game review, and I say to myself 'I have to get this one', but (...again!) if the game gets to the Danish shops AT ALL it will take over a year — and I hate waiting! So wouldn't it be better if you could give an address where I (and other overseas readers) could order the games, plus further info on what to do if you pay by cheque? Give prices as well (you sometimes forget!).

Besides this your magazine truly RULES!!!

Kim Andersen, Denmark.

● By Crom, in the good old days if you wanted information you'd wade into the midst of a crowd and beat the answer out of all and sundry. I remember as if it were only yesterday, me and my trusty axe 'Head Splitter' rampaging through a band of trolls and goblins. Unfortunately these days there are men in strange pointed helmets called 'Policemen' to stop

QUE... PASHA?

I think I'm the only ZZAP! reader (regular) in Pakistan, but I'm not the only C64 owner here. I must say that at this price it's the best computer in the universe (unless the martians have built a better one and are selling it at £3.95!).

Forget the formalities, let's get started with the real letter; first of all I'd like to say something about your mag. It's MEGABRILL! The reviews are superb. My favourite reviewer is Phil King (yup, the one you can see from a mile away!).

Now for some questions....

a) Yesterday I saw Scorelord in a trashcan, why is it so?

b) Why don't you put the games that get the highest rating in a ZZAP! issue as the 'game of the month'. I think you should have put *Speedball 2* instead of *Terminator 2* on the cover of Issue 78.

c) I hate people who moan about a game not lasting for a year! I never liked *The Last Ninja* as it was too frustrating. If a game is too difficult I quit playing after 10–15 tries. On the other hand, games like *Midnight Resistance* provide more hookability and lastability. I have completed the game several times but still enjoy playing it.

d) Where was the review of *Graham Gooch World Class Cricket*? You said you would review it in Issue 78, but it wasn't there!



e) How did you like the cricket World Cup final? PAKISTAN beat ENGLAND — didn't they play well!?

Good Bye! Or Khuda hafiz...

Umer Pasha, Pakistan

PS. Hey readers, you're holding the world's best mag!

● a) Probably sniffing out old bleach bottles. But he won't get his high-scores page back while I'm around!

b) Hmm, I think we'll stick with the trusted

you disembowelling your enemies.
When threatened with evisceration, the ZZAP! wimps nervously pointed a shaking finger at the ZZAP! Mail Order section. If you have a specific query I suggest you write to Europress Direct, Ellesmere Port, South Wirral L65 3EB. On the subject of game prices, after a quick game of 'whistle the axe through the air and watch 'em run', the reviewers promised to be more careful in future.
Bash

I'VE STARTED SO I'LL FINISH!

Good evening and welcome to Mastermind. Tonight we are at that famous building, ZZAP! Towers, the infamous home of ZZAP! 64.

Our first contestant is Miss Whiplash. Please sit down, thank you. And your chosen specialist subject is ZZAP! 64 readers' questions. If you're ready then I'll begin.
1. Can you tell me if there is a good MIDI software package on cassette for the C64, and which interface is the best?
2. A few years ago I had a working 'Speechmaker 64' cartridge from Currah, but now it's broken. Can you tell me where I can lay my hands on another one, and how much it would cost?
3. A few months ago I read that a technical section was 'coming soon' from 'Big Boris', but as yet there has been no sign of it. Give Boris a kick and tell me if we are still going to get it in the future.
4. Are the Megatapes going to suddenly improve, or are we going to be stuck with crud like 'The Flintstones' [*Yabba Dabba Doo*] for evermore?
5. Do you always... 'BEEP BEEP!' I've started so I'll finish... Do you always carry your whip when you metamorphosise (big word), or does it disappear along with you?

Well that concludes the last round and at the end of that round you have scored 20 points. Congratulations (cue applause).
Kevin 'Magnus' Lambie, Blackwood, Lanarkshire
PS. Print this letter and I'll stop saying 'Correct' all the time. Correct, correct, correct, correct, oh dear, CORRECT!

● 1. Ask me an easy one, won't you? Never mind, I like 'em hard. The best two MIDI packages (and the only ones I know), Rainbird's *Advanced Music System* and Steinberg's *Pro 16*, are only available on disk. Datel do a dapper MIDI interface — ring 'em on 0782 744707.
2. Pass. Well, I want to get some passes!
3. Commie hardliner Boris has returned to his homeland to start a new revolution. Do other readers want a techie section?
4. Okay, that was a bit prehistoric, but we've got some real humdingers lined up for future Megatapes.
5. It disappears when I return to my less lashing Lucy persona.
Miss W

WHAT'S GOT A HAZELNUT IN EVERY BITE?



I have been collecting ZZAP! since Issue 54 and now realise I should have started sooner. In the past three(ish) years I have collected together, from ZZAP! and other computer magazines, a file full of tips, cheats, maps etc for over 300 C64 and 128 games, old and new. So why, you may ask, does he collect tips? Well, the thing is, for the first time ever I, the Tipsmaster (as I like to be known), am willing to offer my tips to anyone. Stuck at the end-of-level guardian? Still trying to work out that insufferable puzzle? Then I'm your chap! Just send a stamped, self-addressed envelope to the address given at the end of this letter and I'll see what I can do for you. By the way, Corky, I'm not trying to put you out of a job! (Could you at least put him out of his misery, then? — Ed.)

Now for the inevitable questions:
1. When is the C65 likely to be on sale?
2. When is *Wrestlefest* likely to be released? (After *WWF Wrestlemania*, I hope this is a little harder!)
3. Would it be possible to see a photo of the dumb stubbies (anyone who collected Transformers comics will know that 'dumb stubbies' are the editorial staff). The little cartoons are very good but, just for once, can we see what you lot look like in the flesh, as it were?
4. I recently finished *Rainbow Islands* and got a score of 13,641, 320. Does this qualify me for Whiplash Scores?

That's all from me. I hope you print this letter as I have a £10 bet with a friend that you will, and you wouldn't do a man out of a tenner, would you?
David 'laugh at my name and I'll rip ya lungs out' Squirrel, 26 Wallis Close, Draycott, Derby DE7 3QS

● Ha, ha, ha! I laugh at your name, Mr Squirrel, so feel free to come here and try to rip my lungs out. Many creatures have attempted to do so over the centuries, now I'm collecting a nice range of 'brain balls' (heads in other words) for my trophy cabinet. Corky has paid me ten pounds to visit your abode and... (unfortunately the next few lines are unprintable — Ed) ...for trying to kick him out of a job. But if any of you nerdy readers want help 'coz you're stuck on a game just write to Mr Chipmunk... sorry Squirrel. Now to answer your pathetic questions.
1. After much face scrunching and vague mutterings, the ZZAP! crew admitted they have no idea. Strangely, Commodore themselves appear equally ill informed. Watch this space though...
2. As far as we know, there are no plans to release the game. Pah, these wrestling types are such wimps, none of them wears a loincloth that smells of yak urine (mutter, moan).
3. The last time a photograph of the reviewers' ugly mugs was shown, it frightened my pet Bengal Tiger so much he's now a gibbering wreck. Do you really want that to happen to you?
4. Why don't you send your score into Miss W and see, she'll probably treat it with the contempt it deserves.
Bash

DELUSIONS OF GRANDEUR



Yo! Bash, how's it hangin'! I am God, almighty and powerful. If you don't print this I shall wrap Indonesia around your throat, kill you, and then reincarnate you as a slug! (If you fall for that the rumour must be true!) How's that for a threat, eh?

I've heard you haven't been saying your prayers recently. Sorry, but I'll have to kill you later! Tell the Scorelord I want him to join me and together we'll defeat the disgusting rival mags.

Here are some questions (I thought you knew the answers to everything! — Ed):
1. Some puny mortals say that *Great Giana Sisters* was banned. Is this true?
2. If the answer is yes, why was it banned?
3. Why did I bother making you?
4. Who chooses the Megatape games? They're all crap (except for *Nythyhel*!)

Sizzler and Gold Medal awards. A 'game of the month' award wouldn't really be fair, as some months there are loads of deserving games; other months none.

What goes on the cover has to be decided a bit in advance — Oli doesn't just do a quick doodle, you know!
c) A good point, and one the reviewers take note of in their Lastability ratings — if a game's too frustrating the Lastability will be low.
d) The game's been delayed (by rain perhaps?!).
e) Yes, I did enjoy the cricket World Cup final: all those dishy players in their pyjamas. That Imran Khan's a bit of alright — I bet he's bowled many a maiden over!
Miss W

5. Any chance of some more posters?
6. If the answer to Q1 is no, could you put *GGS* on a Megatape?

Well, I have to go, there's a crime being committed and I must stop it! Bye, my loyal subject!

Wardo (The Mighty One), Co Kildare, Ireland

● These namby-pamby Christian deities don't worry Bash, you ought to meet Crom (blessed be his name) someday. Now he could wrap a galaxy round your throat, feed you to the Bug Blatter Beast Of Trall and still have enough of your body left to make a small demented gnat (which is about the size of your brain at the moment). How's that for a threat, and I do pray to Crom every night so there. I'm so annoyed now I won't answer your questions... oh all right.
1. No, *Great Giana Sisters* wasn't banned, it was removed from the shelves because it was deemed to be too similar to *Super Mario Bros*.
2. Look at the answer to question one, you dweeb.
3. You didn't make me, so stick that in your pipe and smoke it.
4. Even though I tortured them for several hours, no-one here admits to being responsible. Steve's now taken over the task of picking the Megatape games, so any moans should be directed at him (and the more the better).
5. Yes.
6. I yet again point you to question one, so there's no chance!
Bash

OLD TIMER

Having only recently returned to the video-game scene after a few years away from it, I can't help noticing the change.

I have tried to catch up with the games I missed (thank God for rereleases!) and on the whole I'd say the old 64 is still being well served. I did, however, keep up to date with the latest news and reviews by continuing to buy ZZAP! and, although it has gone through a few changes (and near demise!), it still maintains that unique spark that started with the Penn/Rignall gang. Saying that, though, does make me feel quite old because it appears that any game more than two years old is now considered ancient history (although, I suppose, compared to your average reader I would be considered an 'oldie').

But it was a comment made in a letter recently asking how *Paradroid* could have gained a Gold Medal that really hammered it home. I know it lacks the flashy detail of today's games, but how it plays and the satisfaction gained in winning makes it, for me at least, a true classic.

Which leads me nicely back to my point. What's changed in the world of video games? There's the Amiga, Sega, Nintendo, Lynx and various other new console and handheld games machines now on the market and, through it all, the poor old 64 appears to have been forgotten. Try buying anything other than a US Gold or Ocean game next time you visit WH Smiths and you'll be very lucky. Enter any newsagents and try to find a magazine for the 64. Almost impossible. Why? I'm not saying these new machines are a bad thing, but isn't it really just a big market hype? A game is a game and, whether it be on the Speccy or a souped-up Amiga, a good game will always give you what you want.

I know the Commodore 64 lacks the power of most of the consoles, but look back over nearly ten years of games and you can see that the limitations of the machine rarely limited the imagination of the programmers. After all, a game of chess needs nothing more than a chequered board and carved pieces, but people still play it because it's a great game.

Above all, the thing that angers me most about some of the new boys is the price of the software. Some console games cost nearly £50! How can they justify it? A simple budget release for £4 almost certainly provides as much entertainment. I only thank God I'm not a parent.

Finally, a few questions.
1. Is *Battle Command* available on cartridge?



STAMP AUTHORITY

I am writing to complain about the way in which your magazine has severely deteriorated over the last few issues.

Not only does it look like a kiddies comic, it seems it's been written by kiddies too — except kids aren't sure of some of the distasteful jokes involved. You can rarely read a review now without it being interrupted by some other staff member, saying something completely unamusing and often sexist. I'm glad people have had the same idea I've had and attempted to knock some sense into the ZZAP! team. (Although at the end of one of them, you pointed out all the mistakes in the letter just because you can't accept ZZAP! is now terrible.)

I too have mistakes in this letter, and please point them out (in the unlikely event you print it, that is) and while you point readers' mistakes out, do the same to your own — your mistakes are far worse.

I'm glad that up until now you've had the honesty to print letters of complaint. Well, if you continue doing so, and your readers aren't too lazy, complaints will be all you'll see in the letters section. Please, for the sake of the readers more than anyone, revert back to the old style. An unclashing colour scheme, reviews unriddled with stupid comments in brackets, and a tips section where the tipster actually persuades the readers to send stuff in, rather than filling it with cheats, pokes etc from games that are a hundred years old.

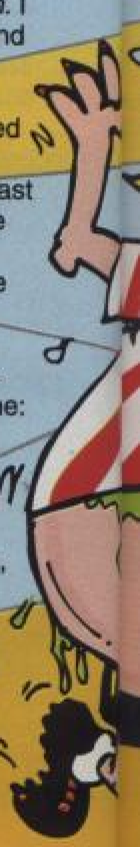
Rory 'Retrograde' Stamp, Nr Grange, Cumbria

● You deserve a good lashing for all the nasty things you've said. Mistakes in ZZAP!, what do you mean? Clashing colour scheme? What is this, 'Interior Design' with colour-coordinated sofas and curtains? As for the tips section, it's not really Corky's fault if no-one sends stuff in — and anyway, lots of the older games featured have just been rereleased, so plenty of people want tips for them.
Miss W

EEH, I REMEMBER THE DAYS...

Back in 1985 I sold my Spectrum and bought a C64, stopped buying CRASH and started buying ZZAP! (from Issue 1). Then about a year and a half later I discovered girls and football and put the 64 in storage (the top of the wardrobe). All my back issues of ZZAP! were sold at the local flea market, and the 64 totally forgotten about.

Then last week for no explicable reason I got this sudden urge to play *Boulderdash*. I searched the shelves of John Menzies and found it (my original copy had long since been lost) priced at £3.99 — it cost a tenner the first time I bought it! So I dusted down the old 64 and, for the first time in five years, an entire evening seemed to last only a few minutes and I find myself once again hooked. My next thought was: 'Is ZZAP! still going?' YES! It's now on Issue 81 and, GULP, giving away its 25th free tape. OH JEEZ! What have I missed this last 5 years? So I need your help, please try and answer these few questions for me:
1. How many *Boulderdash* games have there been, and are they all available at a budget price?
2. Do you remember a *Commando*-type game called *Who Dares Wins*? If so, is it still available, and where can I get it from?
3. What have I missed on these Megatapes?
4. Am I a lost cause? Will I ever be able to recapture my youth? I'm going to start buying ZZAP! again, so this might help!



2. Are *Ninja Spirit* and *Hammerfist* to be released on budget? I did see them advertised a while ago, but as of yet nothing.
3. Could you please stop the slagging match between yourselves and CF? I know you are competitors and it's an old tradition that started with C&VG, but you support the same machine so don't blow it, please!

Apart from that you're doing a fine job and without doubt you're still the best. Let's hope that both your magazine and Commodore software continue for a long time to come.

E Clearly, Swindon, Wiltshire

● All right, 'Gramps'? Glad you still like the mag. I agree with you, a good game is a good game no matter what machine it's on. Anyway, the C64 is every bit as good as the 8-bit Sega and Nintendo consoles and the software's a hell of a lot cheaper — even the carts! I reckon some companies are too eager to abandon the 8-bit computer formats — especially the C64, which still sells more software units than ANY other computer or console!
1. Yes, it's only available on cartridge.
2. Yes, they're both on budget.
3. Fair enough, but don't ask me to kiss and make up — yuk!
Miss W

5. Whatever happened to my favourite reviewer of yesteryear, Julian Rignall? Surely that's not him on Channel 4's The Gamesmaster, is it?

Lee Richards (Lost Soul), Chesterfield, Derbyshire

● Well it serves you right. How dare you stop buying ZZAP! 64 in favour of kicking an air-filled pig's bladder around a muddy field? In my day football was a real game: kicking the head of a vanquished enemy around was the order of the day. I'll forgive you for deserting us in favour of girls though, there's nothing I like more than a busty blonde with... (CENSORED — Ed.) You've missed a lot in the past five years, but I'm in a good mood at the moment (I beat the lard bucket at *MicroProse Soccer* for the first time today) so I'll answer your questions.
1. There have been four *Boulderdash* games to date. But apart from the game you own and *Boulderdash IV* on the Megatape a few months ago (ish 79) no others are still available (as far as we know).
2. The game was actually called *Who Dares Wins II*. Crom knows why, because there never was a *Who Dares Wins*. Sadly it's another game not on budget.
3. How do you expect me to remember what's on the Megatapes?, I often have trouble remembering my own name. But I can tell you that if you subscribe to ZZAP! you not only receive a T-shirt, every new subscriber gets a box filled with ten assorted Megatapes. There's a bargain and a half for ya, maybe it'll stop your whingeing.
4. I'm going to be brutally honest (as always) and say that you are a very sad individual who should be tied in a sack with a dozen hedgehogs and hung up in a wardrobe for a couple of hours. Help is at hand though as I, Bash the Barbarian, can at last reveal that the mystical 'Fountain Of Eternal Youth' is, in fact, not a fountain at all. No. Instead, the fabled fountain comes in the guise of a year's subscription to ZZAP! magazine! Only that can save you, mortal...
5. Jazza Rignall should be strung up for deserting ZZAP!, but he's now quite happy at Mean Machines (spit). Yes, that was him recently seen on The Gamesmaster.
Bash



CREEP OF THE MONTH!

I have written into ZZAP! many a time and have never got a letter printed. This is the last page in my pad (because I got all the other attempts at this letter wrong), so I've got to get this right. There is one person Scott Woodburn left out in last month's letters so:

MISS WHIPLASH

Presentation 100%
As Pa would say, 'Perfick!'
Lastability 100%
I could read your letters for ever!
Hookability 100%
No problemo!
Overall 100%
Anderlay, anderlay, arreba arreba.

There, that should get me letter of the month! Now then, I have a few questions:
1. How many letters do you get in a month?
2. Do you read all the letters you get?
3. Is *Jimmy White's Whirlwind Snooker* out for the C64?
4. Could we have more posters please?
5. Does Corky have any maps or cheats for *Dizzy*? If so, whip him till he prints them!

I've run out of questions now, but you can tell Phil that 'Potsworth and Co' is a brill cartoon! Glad to see you instead of Lloyd!

Gareth Stainthorpe, Oldham, Lancs

PS. Would I be able to get hold of Issue 79 of ZZAP!?

● Thanks for the compliments, Gareth.
1. Too many to count — more than Bash anyway.
2. Of course, otherwise how would I know which ones to print?
3. No, sadly there are no plans for a C64 version.
4. We're planning to have at least one

AW, SHUCKS

Firstly, I would like to congratulate you and the rest of the crew for the prompt and efficient reply regarding my letter on Adventure games. I posted my letter to you on a Tuesday and received a reply on the Friday morning. Not only did it contain the information I asked for, but more as well.

Shortly after buying my children their C64, a friend gave us some unwanted games. A couple of these were of the adventure type, which soon had me bashing away at the keyboard trying to solve them. I was hooked on them right from the start and now play them as often as possible. I enjoy playing other games, but for me you can't beat a good adventure mystery. Obviously, I was very pleased to see *Nythyhel* on Megatape 25. I enjoyed playing it very much, and with a slight bit of help on the way I recently completed it.

Are you going to put some more adventure games on the Megatapes in the future? Or to put it another way, please can you put more adventure games on the Megatape? Can more reviews and articles on adventure games be featured in the mag?

I have recently received my first copy of Adventure Probe mag which I have found very interesting and enjoyable reading. I also bought a couple of games from the Guild and found that the friendliness and service I received from Adventure Probe and the Guild was excellent. Long may they and yourselves reign. Please, please, please, please can you print this letter as my children will be very disappointed if you don't. So will I.

R Weller, Bexley, Kent

PS. If you get the impression that I was grovelling at the end, you're right, I was. All the same, my kids would love to see this printed. Grovel, grovel.

● Even the staff of the local post office are scared of me, that's why the reply to your letter appeared so quickly on the doorstep. To answer your queries here, I'm pleased to hear that you enjoyed playing *Nythyhel* and yes, there will be more adventure games on the Megatape. Plus the Ed has promised to include more adventure reviews and features. Anyway, stop grovelling. I hate it when people grovel, it makes me want to slice their heads off...
Bash



SERIOUSLY, THOUGH...



May I ask a serious question on your pages? I have just got hold of a copy of Domark's *RBI 2* after a few months of saving up to buy it. In your review of the game — Issue 76 — it says you can select one of 28 teams, choose whether to play another person or the computer, and set the difficulty level to easy or hard. Then the actual game loads, enabling you to pick one of the 28 teams. The game supposedly contains two leagues as well.

Anyway, getting to the point, was your review based on the disk version? I have the cassette and it loads in one, but only allows you to play in the best of seven series. I cannot pick any teams — it is always Oakland & Chicago — and I don't even get any options page, so the next game code is useless.

Have I got a dud tape, because you didn't mention that the 28 teams and options page was on the disk version only?

Please answer this letter as I am desperate to know if I should send the tape back or whether I am stuck with a rather boring (win four matches, win series) game.

D Forrest, Worksop, Notts

● Yes, the review was based on the disk version, but we were told the cassette game would have all the options. Sorry about that, but the game's still the most playable baseball sim on the 64 — get a friend to play against!
Miss W

every month.
5. What, the original *Dizzy*? That's a bit old even for Corky, but he's planning a map of *Spellbound Dizzy*.
You can obtain Issue 79 (and other back issues) from ZZAP! Mail Order — see the ad somewhere in this ish.
Miss W





I WANDERED LONELY AS A...

Here come the British
Who's team is pretty swish
Well it isn't actually
They've got more members than their medals tally
They're led by Wilf O'Reilly
Who should've traded his skates in for a record by Kylie
This poem may rhyme in French
But it sure doesn't in a decent language.

Yep! Wasn't it a waste of time sending a British team over to the Winter Olympics? Poor guys, first they have to contend with the rubbish poetry and the funny French girls wearing bingo (lotto, it is over there) machines round their bodies in the opening ceremony, and then everybody else is better than them! It probably wasn't their fault though, it was so cold they couldn't get warmed up, could they?

Still, the hockey was a good laugh, they didn't have enough punch-ups though, it was too clean. Ah well!

Anyway, on to more important items now:

1. Will *G-Loc* be making an appearance this century? It's been promised for months now and there's still no sign of it.
2. Has Phil ever considered liposuction?
3. Or even 'Slimfast'? 'In one week the weight just dropped off.'
4. Will people please stop comparing Trekkies to people called Kevin, who wear parkas and black-rimmed spectacles, and get their excitement from standing on draughty platforms (no, not the shoes) recording train numbers. Thank you!

Merci pour ecoutering
(Well summat like that)

James Gwinnell, St Annes, Lancashire

● I personally liked the Winter Olympics, it reminded me of a little place me and my Barbarian mates conquered years ago. I agree with you about the rubbish opening ceremony though, it would've been livened up by a few virgin sacrifices. As for the British team, they should've given me half an hour with them. They would've won under my guidance. By the way the poem's crap (good try though).
1. It was finally reviewed last issue, so by the time you read this response you'll have seen it.
2. Yes, but they lost the tube in his stomach — I've offered to cut some of the fat off for him though!
3. He tried Slimfast for a week, but he ended up eating the tin it came in. He reckoned it tasted better than the contents.
4. For a start, Star Trek fans prefer to be called Trekkers these days, I'm a big fan of the series so if anyone starts calling me Kevin I'll wrap their entrails round their necks.
Bash



HUBBA HUBBA!

I think you are very sexy, but where I come from you don't need the whip!

Regarding the people complaining about the new look; it's brill! I especially like the picture next to the score box. I read some comments on your picture in the score section being pornographic. No, it's just a picture. If they printed a man in his Y-fronts there would be no complaints.

I have a few questions I would like you to answer.

1. Could you put *Ace* on one of the Megatapes — both me and my friend like it very much.
2. Please could Corky do tips on *Creatures*, I'm finding the Piranha Ponds very painful.
3. Will there be a *Turrican 3*?
4. Why does Paul Mellerick insist that he's the best games player, when he came last in the Inter-magazine challenge?

Kieran Barker, Darwen, Lancs
PS. I loved the Elvira poster!

● I certainly wouldn't object to a man in Y-fronts — especially leather ones!
1. If you like it so much, why do you want it again?! I don't reckon much to it myself.
2. Write to Corky personally for tips help. If he's in a good mood he'll send you the tips.
3. Sadly it's unlikely.
4. 'Coz his head is far too big for his baseball cap. He's been intolerable since beating the Sega European champion in a recent challenge — that says a lot about the relative talents of your average Sega gamer!
Miss W

Flashback

Money for old rope, or bundles of brilliant b...

★ Console owners, pah! They reckon 40 quid for a game that lasts a few hours is good value for money! Of course, wily C64 owners are really with it, and know they can get old classics for the price of a Chinese takeaway. We look at the latest rereleases on the menu.



ZOIDS

Alternative, £3.99 cassette only

Remember the Tomy toys? Those galactic dinosaur thingies were lots of fun and easy to get into. Unlike the computer game, which is a bit too sophisticated for its own good. Time after time I tried to get somewhere and time after time I ended up dead within a matter of minutes.

You see, this ain't your run-of-the-mill arcade game but a sophisticated icon-driven tactical tussle. You control a wimpy Blue Spiderzoid, taking on the might of the Red Zoids. The main aim is to find the pieces of Zoidzilla, each located in one of several city domes in eight city networks.

The huge play area is shown by a map, and explored by moving your Zoid along the road network. Using your icons, you can attack Zoids, cities, radio transmitters etc, with your guns or missiles. Both weapons involve an arcade subgame: guns are aimed by continually manipulating the moving target into your sights — not as easy as it sounds; missiles are even harder to target, via plan and side-view guidance windows.

SUMMER CAMP

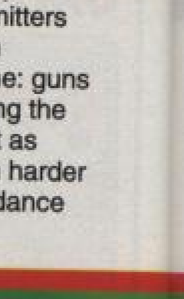
Kixx, £3.99 cassette

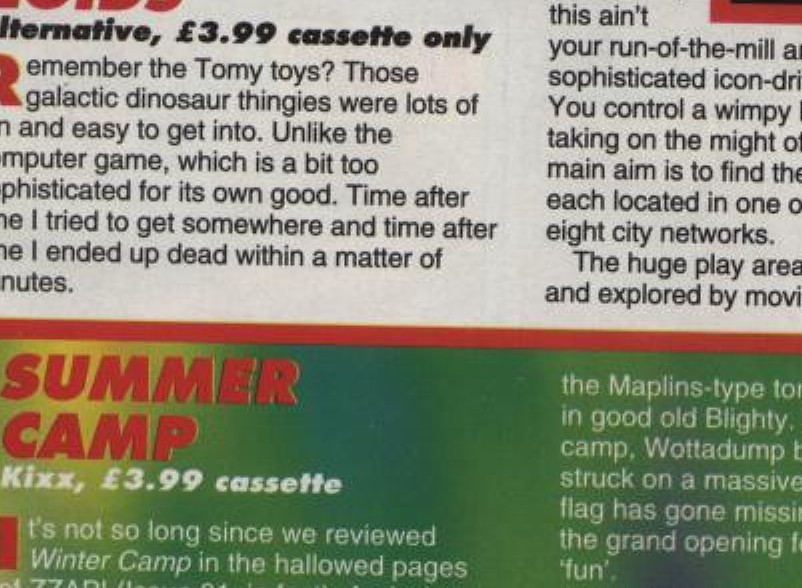
It's not so long since we reviewed *Winter Camp* in the hallowed pages of ZZAP! (Issue 81, in fact). And what do you know, the original game that introduced Maximus Mouse is soon to be rereleased on budget (hurrah — the whole world).

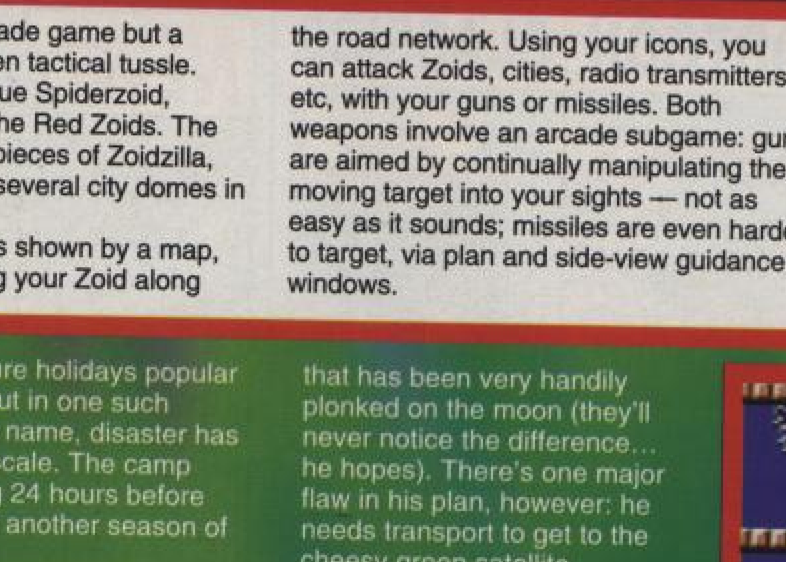
Summer Camp is an American institution (which should be committed to one) where kids are sent to endure the Maplins-type torture holidays popular in good old Blighty. But in one such camp, Wottadump by name, disaster has struck on a massive scale. The camp flag has gone missing 24 hours before the grand opening for another season of 'fun'.

And the horribly vicious camp commander has placed Max in charge of recovery; in fact, it's bring the flag back or *else* (totally bogus, dude). Max realises that he's got a snowball's chance in hell of ever recovering the original item, so he decides to grab a replacement. And what better than a flag that has been very handily plonked on the moon (they'll never notice the difference... he hopes). There's one major flaw in his plan, however: he needs transport to get to the cheesy green satellite.

So he must rampage around, searching for five crates containing pieces of vehicle. These are assembled in a trial-and-error subgame, before zooming to the next of four levels. Suffice to say, there are plenty of creatures trying to







Icon oclastics

Other icons enable you to detect missile attacks, gain info on enemy installations, manipulate objects, and jam enemy radio transmitters. The latter involves yet



another subgame, and another which I couldn't quite master: somehow you have to adjust various parameters to create an identical wave pattern.

I'm sure more patient souls will enjoy the strategic sophistication of *Zoids*, with radio towers and power stations to knock out before attacking cities. Maybe my mind just isn't strong enough to merge with one of these mechanical monsters although, having said that, I can appreciate the quality presentation and depth of gameplay without really getting very far. Be warned, this is one hard game.

Phil! 80%



make Max very brown bread, but the camp commander'll do the same if he fails.

Summer Camp is a platform fan's dream come true with plenty of leaps and bounds to keep Max fit. Graphically the game's brill, with plenty of bright and nicely animated creatures making Max's life pure hell. If you missed *Summer Camp* first time round, go out and buy it now.

Corky! 85%



GUNSHIP

Kixx, £3.99 cassette

The Hughes AH-64A Apache is reputedly the most sophisticated helicopter gunship in the world. It's also the most likely to make enemy troops run in the opposite direction, mainly because anything carrying that much butt-kicking equipment deserves a respectful eye kept on it.



First reviewed in Issue 24, *Gunship* sets the fortunate (or unfortunate, depending on how much of a coward you are) player in the 'driving seat' of this multi-million-dollar death wagon. There are five scenarios, including the essential training exercise and an obligatory East/West ruck that sees many millions of dollars worth of equipment trashed (hopefully not yours).

After correctly identifying a vehicle in the 'get this right or I'll bung you into training whether you like it or not' test, the option screens appear. There are three flying styles, representing the difficulty of the opposition, and four reality settings: simplified or realistic flying/landing, variable or clear weather and the quality of the enemy's armament (whether they can shoot straight or not).

Following this is a briefing, essential if you're to avoid any nasty international incidents. The Apache's main armament is an internally mounted 20mm cannon, but extra armament is available. There are FFAR, Hellfire and Sidewinder rockets, and you also have defensive capabilities in the guise of ECM jamming, chaff and flares.

It'd take all day to describe the full ins and outs of *Gunship*, suffice to say it's a swine to learn.

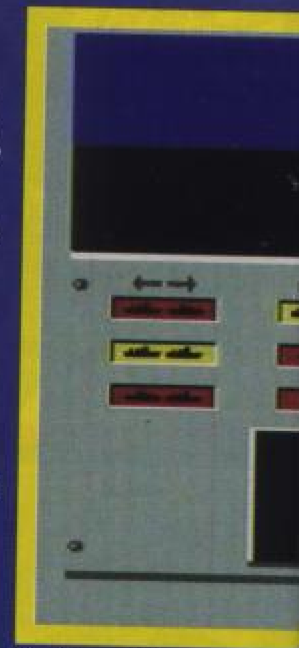
Even though *Gunship* was first reviewed in early '87, it's still very playable today. As expected, the wire-frame graphics are slightly outdated by current standards, but sim buffs will find the game enjoyable.



The only real pain in the bum is the cassette multiload; it's a real drag unless you have the patience of several saints. Grossly overpriced when first released, the cassette version of *Gunship* is just about worth its four-quid price tag now. Rotors ready? Then let's rip!

Corky! 80%





BISMARCK

Summit, £3.99

At 41,700 tons, the German battleship Bismarck was almost as large as Phil's lunch box, and the game (weighing a good deal less) is a brilliant recreation of the last days of its nautical namesake.

Entering service in April 1941, she had the allies so terrified they sent the entire home fleet of more than 30 ships to blast her out of the water. Luckily (for us), they succeeded — a Swordfish from the Ark Royal creamed her rudder with a torpedo, leaving her a sitting duck, easy prey for our own ships. *Bismarck* the game offers the chance to take control of either the German vessel, and escape to more friendly waters, or the pursuing British fleet. If you can't cope with the historical scenario, there's always the five set battles to practise on.

The game is very complicated (as all good strategy sims should be), but intelligent use of icons and excellent joystick control prevent it from becoming tedious. An amazingly accurate simulation of naval warfare, vital elements such as weather, air reconnaissance and visibility are well covered. When engaging an enemy ship, it's careful study of direction and gun elevation that will win the day, not lightning reflexes and mindless button-bashing. Watch out for damage on your own ship too — delay sending that fire-fighting party too long and you'll live to regret it (or rather you won't…).

Again true to life, there's more to the game than open warfare. Some strategy hints are offered, but don't expect an easy time of it — Admirals aren't trained in a day, not even in the Italian navy! It's up to you to make sure you're aware of what's going on around you, it won't be offered on a plate (I was once relieved of all duties for

STEIGAR

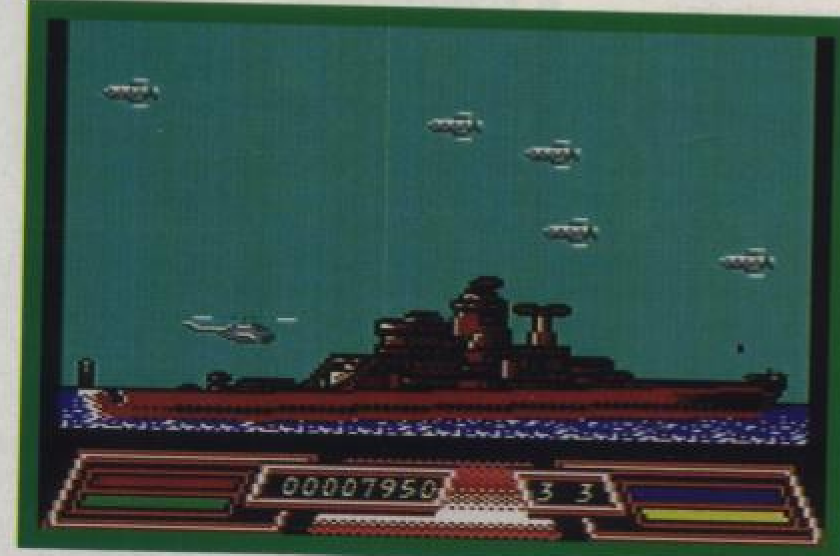
Summit, £3.99 cassette only

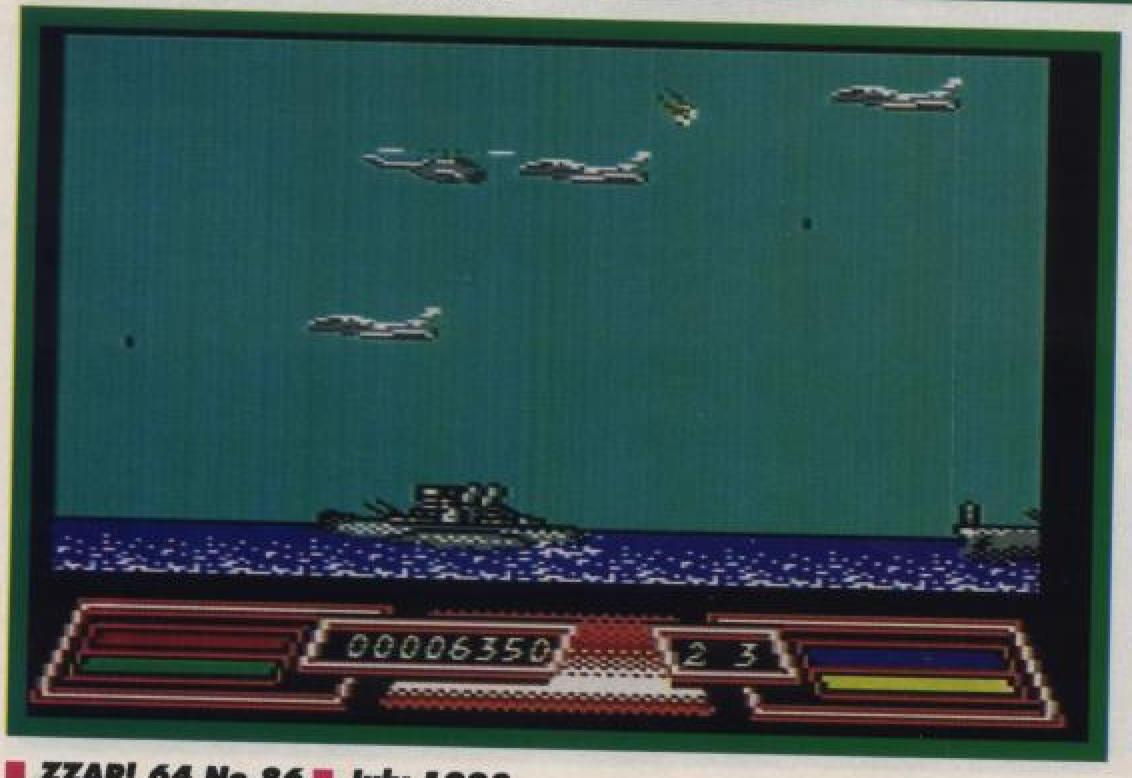
Mercenaries are a bunch of rock 'ard muthas, aren't they readers? They get paid oodles of spondoolies to do dangerous and often suicidal things (like working for ZZAP!, only we get peanuts!).

The hero of *Steigar* is no different (ie he's several sandwiches short of a picnic basket).

It's the Whirlibirds

Trained as a chopper pilot, our hero's task is to blast the cack out of anything that moves. And these 'anythings' are the enemy hardware that arrive from land, sea and air — though they aren't offering any olive branches (except perhaps to smack Steigar over the head with). There are several missions, played in succession, and Steigar is raring to go kick some enemy ass (boy). The first task is to destroy an enemy navel unit, and for this the helicopter is initially armed with a poxy cannon, three smart bombs and unlimited bouncing bombs (jab the fire button for the cannon, hold it down to drop a bouncing bomb and space bar for the smarties). With the expiration of certain antagonists, five different coloured icons appear. Blue = speed up, yellow = extra points, grey = extra life, red = extra weapons and orange = extra firepower.









sinking one of my own ships!).

It goes without saying that strategy games won't appeal to everyone, but those who like a challenge should find *Bismarck* to their liking. It takes a while to get used to, but its atmosphere, playability and incredible degree of historical accuracy make it a real winner.

Ian! 90%

Sad to say, even when you reach the fat barst at the end of the level, it's really not worth the effort. Instead of exploding in a shower of debris, the stoopid sprite quietly shuffles off the side of the screen (very spectacular... **NOT**). But even reaching the first of these is tough: the enemy troops are enthusiastic in their task of Steigar bashing. A hail of missiles greets your advances, and a lot of fancy flying is needed just to stay in the air.

Bounce for Britain!

Even when you manage to catch the icons, a missile or bullet up the jacksie is generally your reward. The game is also bugged, many's the time I've dropped a bouncing bomb that has spanged off the canopy of a couple of aircraft without destroying them (that's a really neat trick guys, how do you do it?). Add to that the badly drawn sprites and irritating title tune and sound effects, and you have a game that barely manages to stay airborne. Even at a budget price *Steigar* in my opinion isn't worth the audio tape it's recorded on.



Corky! 35%



PEGASUS BRIDGE

Summit, £3.99

Now here's a novelty — a game that actually played better as a full-price release than it does on budget! To cut down on packaging costs Summit have put all instructions and reference charts on one painfully small piece of paper, making it almost impossible to read. Not the best of starts to any game, especially a strategy sim, where you need to refer to military stats throughout.

Situated in occupied France, the Pegasus Bridge spanned the Caen canal. If the impending D-Day landings were to prove successful the Allies had to secure this strategically important area, denying enemy access to the beachhead landing zones and neutralising potentially lethal gun emplacements. *Pegasus Bridge* is an extremely accurate simulation of the opening hours of the D-Day landings, though it's definitely showing its age in the playability stakes.

Over the top, chums!

After choosing sides (you can play Britain or Germany), and whether to play the computer or another player, the British must air-drop the advance party into enemy-held territory, securing the drop-sites ready for the main division.

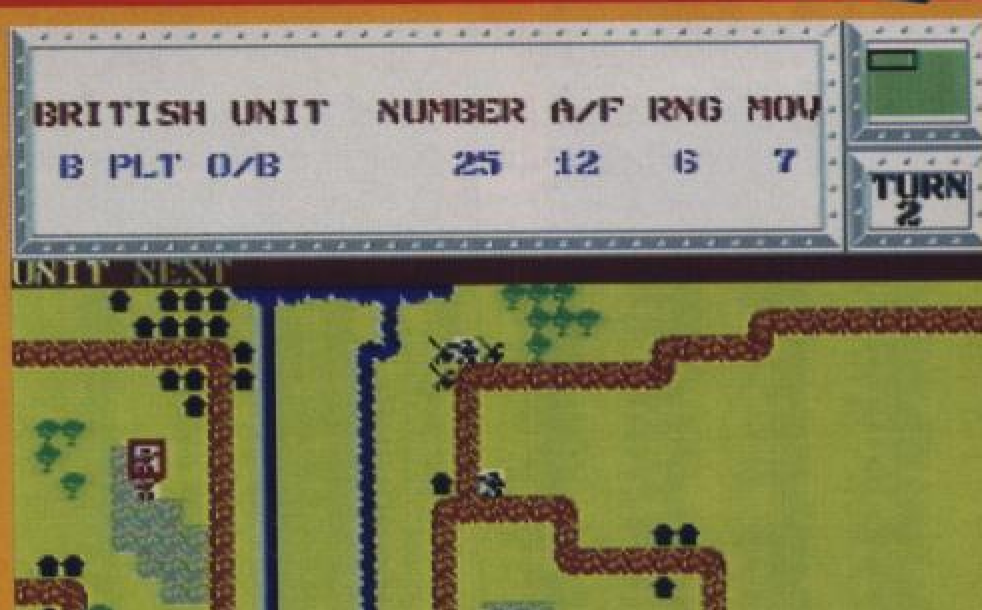
The game is a very sophisticated war simulation, featuring accurate depictions of the regiments involved, each with its own strengths and weaknesses. The map is also well laid out, with differences in terrain taking their inevitable toll on movement. You can combine units on a single square, though you can't attack a hostile army from two flanks, which is a pain.

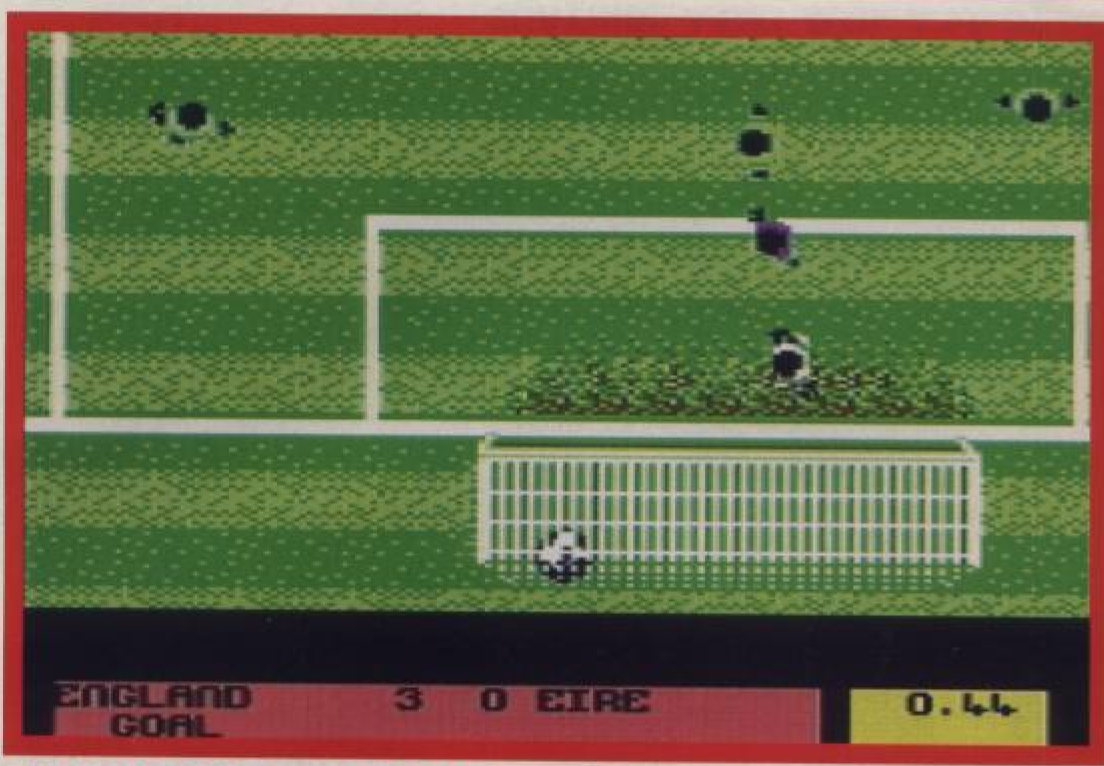
Under a headstone, suckers!

For all its strategic strengths, *Pegasus Bridge* suffers from poor presentation. Control response is so lousy that when moving your troops more than one square at a time, you need to release the joystick after every step! As stated earlier, the packaging does it no favours either.

Pegasus Bridge is a good, solid strategy sim that suffers from inefficient programming. By today's standards it handles like a pregnant hippo, but purists will appreciate the thoroughness of the research. Still more entertaining than your average bridge evening, though...

Ian! 65%





WORLD CLASS SOCCER

Kixx, £3.99

When first released to coincide with the World Cup, this was known as *Italy 1990*. At the time, it far outshone Virgin's official licence, and it still holds a lot of frantic footy fun today.

There's the obligatory two-player mode, of course, but the real attraction is the full World Cup tournament with all 24 teams from Italia '90. Whichever nation you choose, you can select your team from a fairly authentic squad of star players — yep, there's Gazza in the England team, and Jim Leighton for Scotland! But as the game was originally released just before the real-life squads were announced, some players are missing, eg Mark Wright for England (we wouldn't even have beaten Egypt without him!).

The match action lets the side down slightly. It's a simple overhead-view game with ball-stuck-to-foot dribbling and played at a fast pace that makes clever passing difficult (a bit like British footy, really). It's not exactly *MicroProse*, but still a better kickabout than many games I could mention (see my soccer round-up in the last ish!).

If you want to relive the thrills of the World Cup, this is certainly a better deal than £5.5 million for a 'daft brush'!

Phil! 75%







THE MATCH

Cult, £3.99 cassette

It's another footy manager, and a good 'un too, with a nifty match scene and commentary. After selecting one of 40 teams, the main menu offers ten options — accessed by pressing their initial letter:

Change Squad: shows your full squad of 20 players (whose names can be changed). One of three formations (4-3-3, 4-2-4, and 2-3-5 — I thought that one went out with the ark!) can be selected, and players' positions swapped around, including two subs. This is a bit bewildering at first as your players don't have their skill ratings displayed — you have to assess them yourself by watching matches!

Bank: displays your finances and enables you to change ground admission prices. You can also hire a scout to



LEAGUE FOOTBALL

Cult, £3.99 cassette

Yet another footy manager from the prolific Cult/D&H Games, this doesn't get off to the most promising of starts. After loading you have to wait a full two minutes while the program sorts out its data (there's also a one-minute delay after each week's matches).

Following this, you choose any of 80 teams and the admission prices to your club's games: anything from £1 to £5 — pretty cheap methinks, even for the Fourth Division. You can even change your side's strip… for a £1,000 fee!

Into the game proper, and there are 12 options on the main menu, accessed by pressing their initial letter:

See Team: shows your full squad with stats. From here you can select players for the next match and sell any old duffers. Very familiar player names are used, but not in their regular positions, eg Mark Hughes as keeper (not a bad idea, he might get near the goal for once).

Coaching: improves players' skills. You can coach goalkeeping, defence, midfield, attack or teamwork.

Purchase Player: up to eight players are for sale every week. No complicated bid system here — you just pay the asking price.

Accounts: shows your bank balance and



compile a report on your next opponents (including strengths, weaknesses, and best player).
Training: your coach tells you which players need training, and in what areas (tackling, passing, etc).
Physio: tells you who's injured and how near they are to recovery.
Market: this is where you buy and sell players. Any of four transfer-listed players can be bought (at a listed price). Alternatively, if another player has caught your eye, you can try and buy him by typing in his name — my favourite trick is to buy my next opponents' best player!

Fixtures: displays your season fixture list, including past results.
League Tables: you can see any of the four divisions.
Save: stores your game position to tape.
Quit: erm, you quit the game (just like old Kenny!).
Play Match: okay, it may not look much on a static screenshot, but this is one of the most effective match scenes in any footy management game. Tiny players move around the pitch, their passes and shots shown by straight lines. At the same time a running commentary tells you which player has the ball, who's about to tackle him, who he passes to, etc.





If your team's getting hammered, try swapping players' positions, or putting on your two substitutes. You also need to pay careful attention to individual players, so you can alter their ratings on the assessment screen. If an opposing player looks good, you can try and buy him later. It takes a few matches to work out which your best players are, by trying them all out in turn (just like Graham Taylor does!).

As with *League Football*, you can't really assess your opponents until you play them — swapping positions and making substitutions accordingly (sadly you can't change formation during a match). But it's all the more realistic for this, along with the DIY player assessments. The neat match scene is the star of the show in yet another worthy footy manager from Cult.

Phil! 80%



how much you've borrowed in loans. You've obviously got a friendly bank manager 'coz he only makes you pay any interest (10%) if you don't pay your debts before the end of the season.
League Data: shows all your opponents in order, with results of matches already played and general team ratings ('weak', 'good', etc)
Table: shows your division table.
Managers: shows the rankings of the managers with their last three results — but when I played, the positions were always identical to those in the league.
Directors: the board tell you what they think of you! They might even put some more dosh in the club funds.
Resign: if you haven't already been sacked, you can quit.
Save: you can SAVE your game position to tape, so you can go clubbing with Gazza.
Name Designer: if your fave team or player aren't included, you can change any of the names including those of the managers.
Kick Off: time to play the week's matches. A clock counts away the minutes of your match: every so often you or your opponents get a goal-scoring chance, shown via an automatic arcade sequence. The goal-mouth is shown from overhead with a solitary attacker dribbling the ball into the penalty area. Two defenders try to stop him — if he shoots, the goalie can save it. It's all very sluggish and the players are pretty thick (my attacker kept shooting miles wide), but at least you can cheer your team on, rather than just see the result. You can also make tactical substitutions.

At the end of the day, *League Football* is a pretty good management game. There's nothing spectacularly new here, but it's all done well, including all the usual management features and good match highlights. One slight disappointment is that you can't really analyse the opposition before a match — you just have to wait and see how the match goes, then make substitutions to alter your team accordingly. Well, I suppose that's what happens in real life — and at least you won't need a dustbin lid on your roof to watch *League Football* next season!

Phil! 73%



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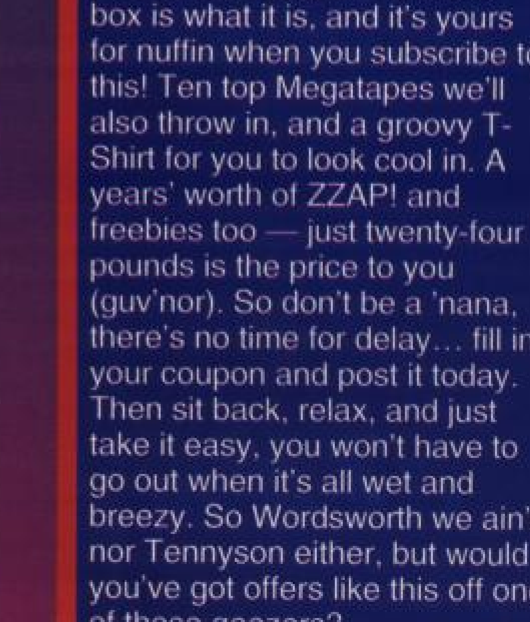
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Insert coin!

After spending so much money in the arcades last month, Corky is now living in a cardboard box in the middle of Ludlow High Street. But he's willing to spend what little money he has left in the world (86 pence) on the latest trip to arcade land. This time he attends a *REALLY* weird party, learns to fly a multimillion-dollar chopper and finally races a super-dooper, turbocharged, 'that guy's a nutter' car. Hold on to yer maracas (madam).

THE GETAWAY
(Williams)

Is this the advert for Lunn Poly? You know, the one that goes 'I saved £150 on my holiday… get away'. Hmm, maybe not. What it is, however, is another pinball table from the technological masters of the steel ball. *The Getaway* sets you at the steering wheel of a huge supercharged car in which you must burn up the freeway (no, not the pratty little dog who used to appear in Hart To Hart), and pee off the rozzers in the process. And as with all pinball games there are plenty of bonus points to be won, but it's also typical that they aren't just given away.

There are, however, plenty of features scattered around the cabinet to help you in your quest for that elusive high score. In keeping with the motor-racing theme, the steel balls are launched into the playing field (mind the bull) via a gear stick. Hitting the Supercharger whizzes the ball up to warp speeds, ready to access the three-ball multi-play (you need three pairs of eyes for this one). In all, *The Getaway* is a great laff; plenty of thrills and spills without risking life and limb. I even saved £250 pounds on my holiday…



THE PARTY ZONE
(Bally/Williams)

Yes, this is finally my chance to shout **PARTY ON DUDES!!** at the top of my lungs. *Another* pinball machine, in the guise of *The Party Zone*, is the third and final game I'll be reviewing this month. I've always loved a good party (watch your front doors when I'm around though), and this is a real doozy. Captain B Zarr is the host and MC for this evening's fun-filled bash, and he also literally keeps an eye on the proceedings. Ace music such as Jimi Hendrix's 'Purple Haze' and The Who classic 'Pinball Wizard' create the mood (great choice of music, guys) as the player racks up the points.

Multi-ball play rears its ugly head again with the 'Supersonic Robotic Comic', while 'Laff Attack' makes all the targets worth 100,000 points for a limited time span. 'Eat, Drink And Be Merry' gives up to six million points, and 'Way Out Of Control' offers a selection of **BIG** payoffs. 'Dance Contest' sets off the Dancing Dummy (looks a bit like Phil on the dance floor) and lights Jumper Bumpers worth 100,000 points apiece. The party's in full swing, so why not grab a six pack and join in the fun? Sorry, I can't resist shouting **PARTY ON DUDES** again, so here goes… **PAR**(I can easily resist *hearing* it again though. Snip! — Ed).

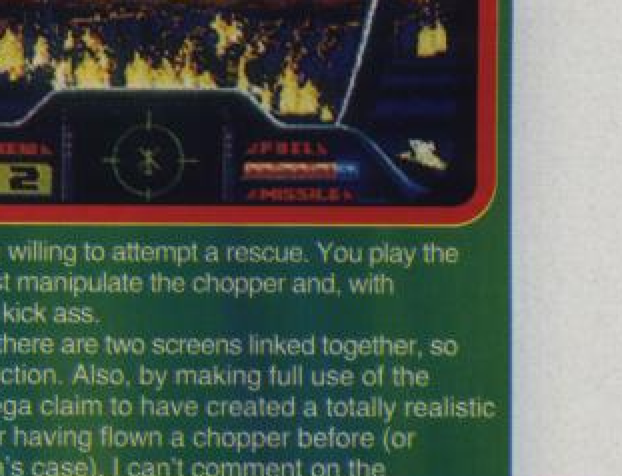


AIR RESCUE
(Sega)



Okay let's get the big chopper gags out of the way before we go on… right, if you've quite finished, the game plot goes something like this. A platoon of soldiers have been lost somewhere over enemy territory (c'mon guys, how can you lose a whole bunch of soldiers?). They had been written off as MIA (Missing In Action), but a crack team of commandos are willing to attempt a rescue. You play the part of a suicidal pilot who must manipulate the chopper and, with judicious use of the weaponry, kick ass.

And so you don't get lonely there are two screens linked together, so you can rope a pal into the action. Also, by making full use of the System 32's capabilities, Sega claim to have created a totally realistic helicopter simulation. Never having flown a chopper before (or crashed one, in Mike Smith's case), I can't comment on the statement. But if, like me, you're a shoot-'em-up freak you can't fail to be impressed by the 'gung-ho' action. The two-player, simultaneous-play mode is fairly unusual. I personally think there should be more games of this ilk 'coz they're great fun. And so is *Air Rescue* (strangely enough).

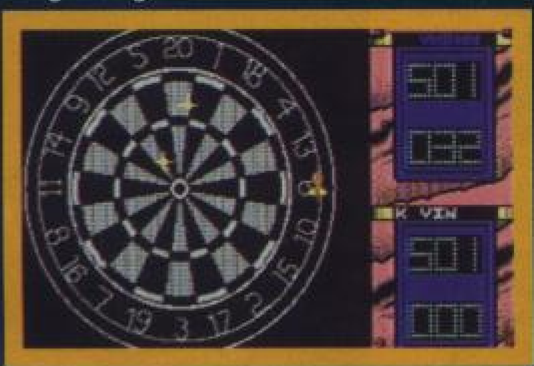


Mega Mix!

Hit Pack #2

Zeppelin, £3.99

The second budget compilation from Zeppelin features four oldies from their budget range.



Jocky Wilson's Darts Challenge

● Darts on a computer: it doesn't really work somehow. If only someone could devise a realistic simulation of throwing — perhaps by chucking a light pen at the screen!

In *Jocky's*, you've got a very shaky hand — but at least your aim moves in predictable curves. Use the joystick to move it, and press fire to release the dart when it's over the right bit of the board.

It's a lot easier than it sounds and you're soon scoring 180s galore (I even managed an 11-dart finish!). And you need them to beat some very sharp computer players, either in a knockout or round-robin tournament.

There's also 'round the clock' and two-player head-to-head options, but the 'action' gets repetitive when you haven't got a pint of beer to sup. **60%**

Go-Kart Simulator

● Go-karts weren't like this when I were a nipper! But what purports to be a race game is actually a maze-exploring collect-'em-up. The computer-controlled cars are merely there to bump into you, removing a life. By leaving a cloud of smoke you can delay any pursuing cars while you search for collectable bonuses. That's about all there is to it, and very dull it is too. Come to think of it, you'd have far more fun with an old crate and some pram wheels! **25%**

Sabotage

● It's hard and I hate it. Look, I know sometimes I complain about games being too easy, but this is ridiculous. Challenging isn't the word for this crude shoot-'em-up: the first few levels are near-impossible, and then it gets harder! It's so unplayable, and goes to prove that a high difficulty level is no substitute for good design. **20%**

Las Vegas Casino

● Craps. 'Nuff said. Oh all right, but put your money on this and you'll surely lose. I've never understood the point of computer gambling simulations — I mean, no matter how well you do, a torrent of cash isn't about to come pouring out of your 64's cartridge port! In *Las Vegas* you can win or lose imaginary money in Black Jack, Craps, Roulette and Baccarat. It's gambling without the thrills. **37%**

Recommendation

With Jocky Wilson taking star billing, this pack's very short on entertainment value — even at the budget price.

Phil! 40%

The Lineker Collection

Kixx, £9.99 cassette, £14.99 disk

It may sound like one of those 'greatest hits' albums, but don't worry, England's goal-scoring hero hasn't yet ventured into the pop world (apart from backing vocals on 'World In Motion'). This is, in fact, a collection of his greatest computer-game hits.

Italy 1990

● This is the best game in the pack, reviewed elsewhere in this issue as a budget rerelease (under a different name!). As I said there, the actual gameplay's pretty simplistic but played at a lightning pace that makes two-player games frantic fun. The game's star attraction, though, is the full World Cup tournament with near-authentic squads of players for all 24 teams. If you control Brazil it's pretty easy to win the Cup — for a real challenge, try doing it with Scotland! **75%**

Gary Lineker's Superskills

● This isn't a footy game at all, but simulates all the arduous training players have to do every week (apart from the nightclubbing!).

The first of three sections is the gym, where you move the joystick rhythmically in various directions to do push-ups, squat thrusts, weight training and monkey-bar swings. Following this is a spot of ball juggling — not as difficult as it sounds, as the computer automatically selects the appropriate shoulder/knee/kick when you press fire with left/right.

Finally, field work involves dribbling around cones, chipping, shooting through tyres and taking penalties (I think Gary needs a bit of practice at this!).



Despite a multi-player option and three skill levels, it soon gets boring just trying to beat an overall time limit. No wonder players hate training. **45%**

Gary Lineker's Hotshot

● If your wrist hasn't seized up by now, it's back onto the pitch for some more footy. This overhead-view game isn't a patch on *MicroProse*, but a fair kick-around with two players. Sadly, the computer sides are dead easy to beat and the action's pretty sluggish. **61%**

Gary Lineker's Superstar Soccer

● Another disappointing performance from Gary, this has the novelty of controlling a single player for the whole of the match. The action is extremely unrealistic with teams scoring over 20 goals and, again, the computer sides are far too easy to beat. The disk version is marginally improved by simple management options and a league.

41% TAPE 57% DISK

Recommendation

By far the best game here is *Italy 1990*, and that's just been rereleased on budget (as *World Class Soccer*). Despite the inclusion of a neat European Championship wall-chart, this compilation isn't really worth the extra dosh.

Phil! 60%

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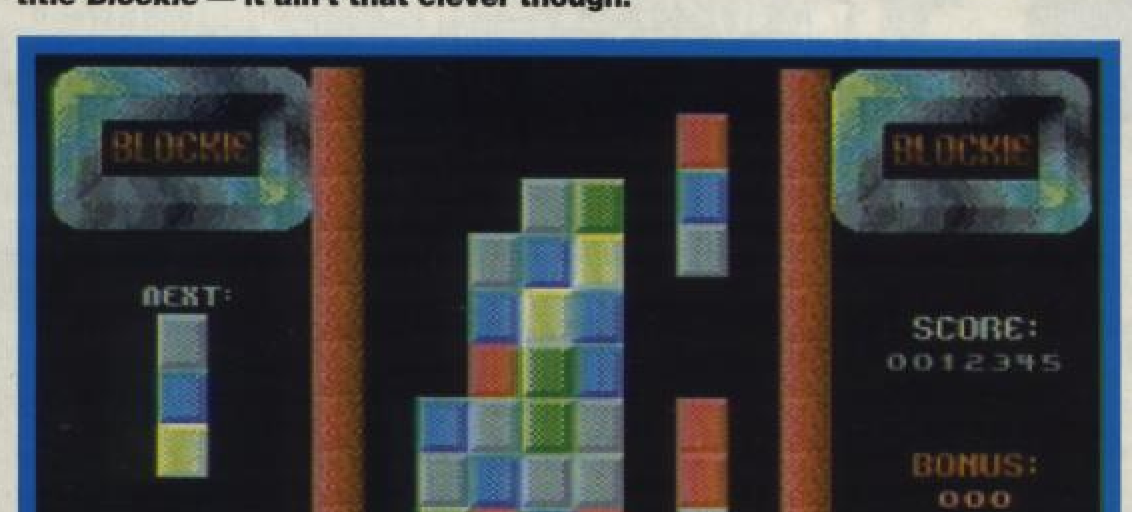
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PD FILE

PD's in a bad mood this month. His dad's stopped his pocket money 'coz he caught him watching 'naughty' demos on his C64. Nothing else for it — he'll have to stick to PD games!

Pocket money — shouldn't be allowed! When I'm Prime Minister, I'll make sure everyone gets a lovely software grant of £10 per week to spend on games, and to pay for it I'd impose a fine of at least £10,000 every time a software house 'forgets' to release a C64 version of their latest game. That'll teach 'em, ha, ha! But as I am flat broke there won't be another general election until 1997 so I'll be playing PD games till then...

● Erm, haven't I seen this somewhere before? It's the *Columns*-style PD title *Blockie* — it ain't that clever though.



BLOCKIE

Don't ya just love it when a PD dude programs a near-perfect version of a popular game? Why splash out on the 'official' version when the PD 'tribute' is just as good? But don't ya just HATE it when you find the PD 'masterpiece' is a bug-ridden monstrosity that offers less excitement than a game of bingo! *Blockie* is a brilliantly executed *Columns* clone, but the programmer doesn't seem to understand the mathematics involved.

Those who've played the original will know that gameplay is frighteningly simple. Vertical columns of three-coloured tiles fall from the air, the player placing them to his advantage: horizontal, diagonal or vertical lines of three or more matching tiles disappear. They fall at a set speed that gradually increases, *Tetris*-style, but unlike *Tetris* you can't rotate them — pressing fire only alters the order of the falling tiles.

As you can see from the screenshot, the graphics are great. Straightforward, no-frills clarity is essential for a decent puzzler, and *Blockie*'s bang on the nail. Control movement is silky smooth, and joystick response beyond reproach. So where does it fall flat on its phizog? When a run of tiles disappear, gravity takes effect and tiles placed on top of it fall. Unfortunately the game doesn't then recheck, so newly created lines remain until another column falls. Worse still, there's no end-game routine — if your pile reaches the top of the screen, instead of taking residence in 'Game Over' city, you just carry on!

Sloppy programming destroys what could and should've been a mega-puzzler. Not recommended.



Oh my giddy Aunt, somehow you have to shuffle all those blocks to make a pretty picture. Looks like a Picasso painting at the moment!

PUZZLE SHUFFLE

...Or should that read 'shiffle'? I don't BELIEVE those guys misspelt their own game name on the intro screen! Jeez, I thort I was bad (you are — Ed).

Puzzle SHUFFLE is a computer version of those slidey puzzle thingies, the ones you buy when you're on holiday and wonder why you bothered when you get home. The computer scrambles the squares, and you sort them out using the joystick. There's no cursor control — moving right, for example, slides the square to the immediate left of the gap. Time limit is optional.

A simple idea, but it's the simple ones that are usually the best, especially when they're as well presented as this. The graphics are exciting and original, though perhaps a little TOO detailed — it's often difficult to see what's going on. Also, the completed image isn't displayed alongside the scrambled one, which adds to the confusion.

Puzzle Shuffle is well executed, but it's still only a slidey puzzler. Those who spend their holidays reassembling dodgy piccies of Bognor Pier will find this immediately to their liking (it won't cost much more, either).



CHAOS KERNAL

Whoopie, another *Shoot-'Em-Up Construction Kit* game! As an example of *SEUCK*'s technical ability *Chaos Kernal* is great, but it's let down heavily in the 'game design' department.

Shamelessly derivative (even the music's ripped-off from *Mega Apocalypse*), you control a painfully familiar-looking spaceship that moves left to right, *Space Invaders/Galaxians*-style, blasting away at some of the spankiest looking aliens I've ever seen in *SEUCK* games. Only one type of baddie is displayed at a time, but once you've slaughtered a given number they undergo a Dr Who-style transformation, and reappear in a different guise.



And this is where the game goes downhill. Although each set of aliens is a work of art (appart from the pathetic red sticks! — Ed), they all behave exactly the blimmin' same, bouncing around the screen and ramming unwary warriors. They never shoot, even on the higher levels! The difficulty curve is nonexistent, and the irritatingly thin gameplay is far too easy to master. Also, the collision detection's a little wonky in places — not horrendously bad, but not as good as it should be.

Chaos Kernal is okay for a game or two, but the sameyness soon takes its toll — looks great, soon grates, but comes highly recommended to *SEUCK* programmers who want to see how a sprite *should* be generated.

ANTIFRICTION

Now here's a novelty — a PD shoot-'em-up not created with *SEUCK*! A multi-stage blaster, *Antifriction* features horizontal scrolling, four layers of breathtaking parallax, and some mean power-ups.

The first stage sees you up against six enemies, flying horizontally across a wraparound playing area — the fastest foe hogs the middle ground with the next two flying in unison behind him, the three slowcoaches bringing up the rear and blocking the entire playing area. To progress you need to pick them off one by one, which isn't easy — their flight paths overlap, and the temptation to hang around for that one last shot often proves fatal!

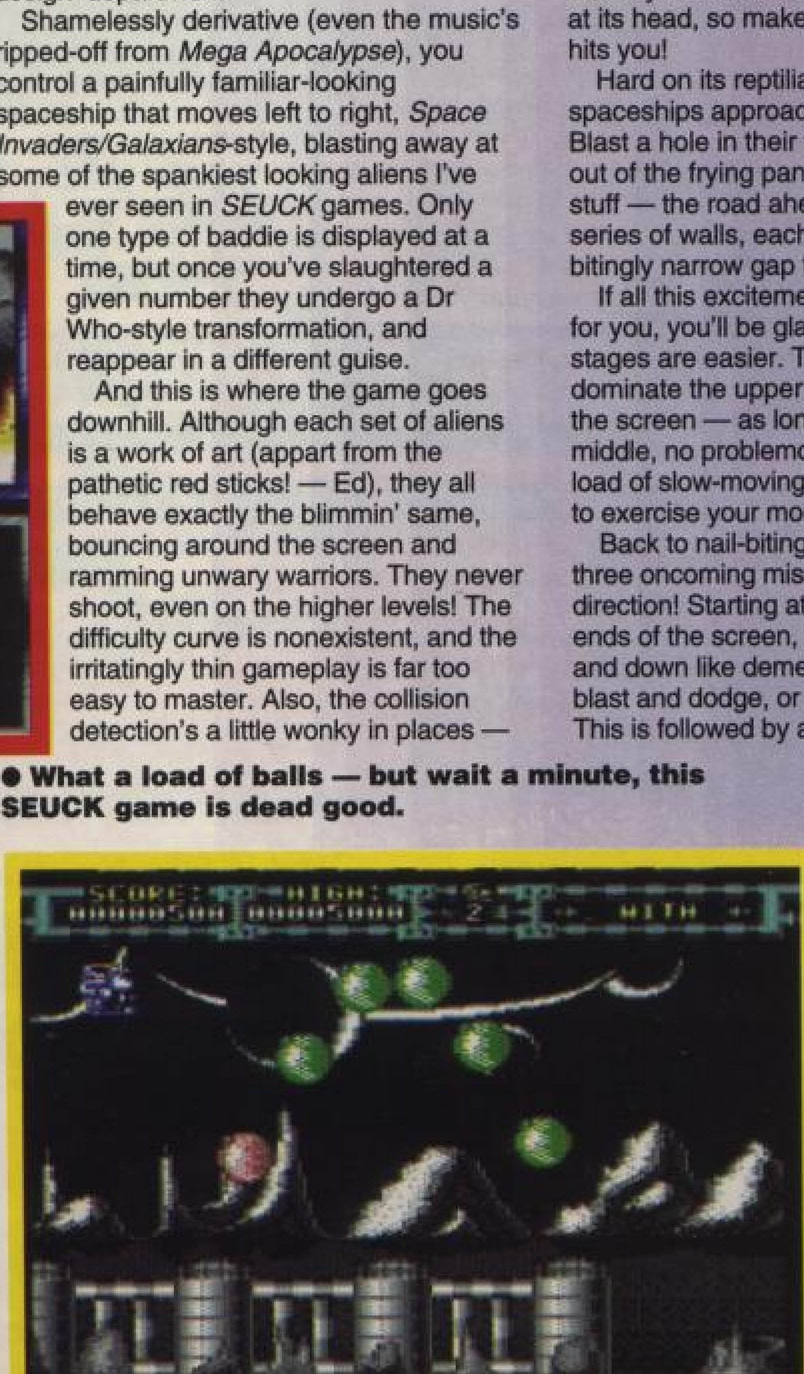
Only one enemy in stage two, but it's a toughie! A snake-like monstrosity made of green spheres slithers across the screen. It's only vulnerable section is the red sphere at its head, so make sure you hit it before it hits you!

Hard on its reptilian tail come three spaceships approaching at hyper-speed. Blast a hole in their tight formation and it's out of the frying pan, into the brown squidgy stuff — the road ahead is blocked by a series of walls, each of which has a nail-bitingly narrow gap to fly through.

If all this excitement is proving too much for you, you'll be glad to hear the next two stages are easier. Two alien attack waves dominate the upper and lower echelons of the screen — as long as you sit in the middle, no problemo. This is followed by a load of slow-moving cannon fodder for you to exercise your more sadistic vices on.

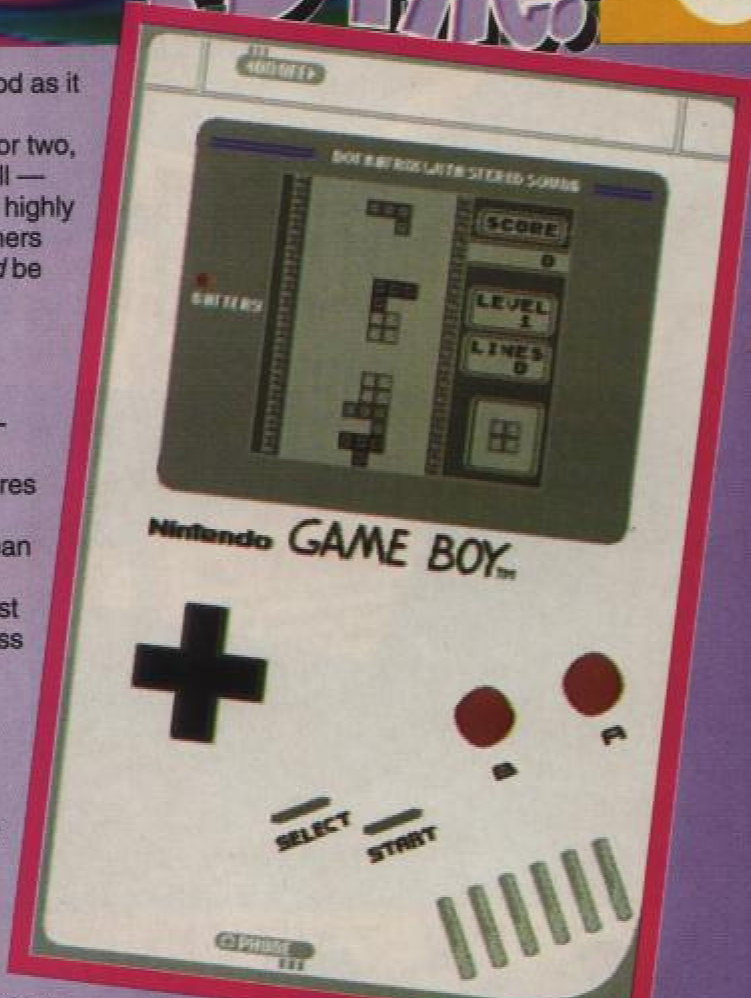
Back to nail-biting action with two sets of three oncoming missiles heading in your direction! Starting at the top and bottom ends of the screen, this time they weave up and down like demented morris dancers — blast and dodge, or get caught between 'em. This is followed by a blue microwave oven thingie, circled by red guardians — pick your shot, then it's on to the big baddies! There are several of these, all of which take several shots before buying the farm.

● What a load of balls — but wait a minute, this SEUCK game is dead good.



Between each stage you get to select a power-up, which include shields, lasers, multiple shots and a big bomb. You can only hold one power-up at a time, and you'll only ever need one! I won't tell you which, 'coz despite this quirk the overall game design is great — you really ought to find out for yourself. You'll complete it fairly quickly as it isn't very hard, but the end-screen's rather snazzy!

If this were a budget release it couldn't justify its price tag, but as a PD game it's a gas — so burn it baby, burn!!!



GAMEBOY TETRIS

Er... Wow! Without a doubt, this is the best PD game I've ever seen (cue sharp intake of breath!).

A well-wild image of the Gameboy, about three times the size of the screen, bounces up and down — hitting Shift-Lock stops the scrolling and plunges you into a pixel-perfect reproduction of *Tetris*, as seen on the Nintendo Gameboy. Controls are smooth, the difficulty curve is every bit as gentle as its handheld honcho, and the graphics... well they're grey instead of yellow, but apart from that Nintendo's magical monochrome marvel is emulated in its entirety!

You'd have a lot of trouble playing it on the bus with a C64 and a TV on your lap and a 12-volt battery strapped to your back, but it's great fun to play at home and it piddles over Mirrorsoft's official *Tetris* release. A faultless outing that could easily cut the mustard as a budget game. As free software it's unreal!

I do so love my PD games, they're filled with fun and frolics,
Four of them were rather good, the fifth a load of (Snip! — Ed).

Anyone wanting to sample these wares should contact Kenz at; **Binary Zone, 34 Portland Rd, Droitwich, Worcs. WR9 7QW**. If you're a machine-code maniac, try hacking *Blockie* — without the bugs it'd be wicked!

ZZAP! 64



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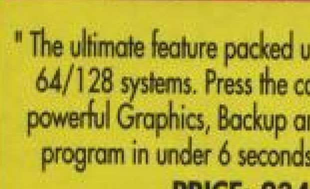
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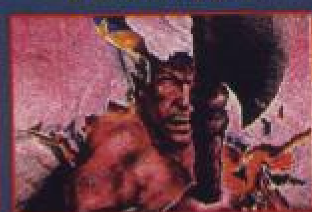
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Turbo the Tortoise

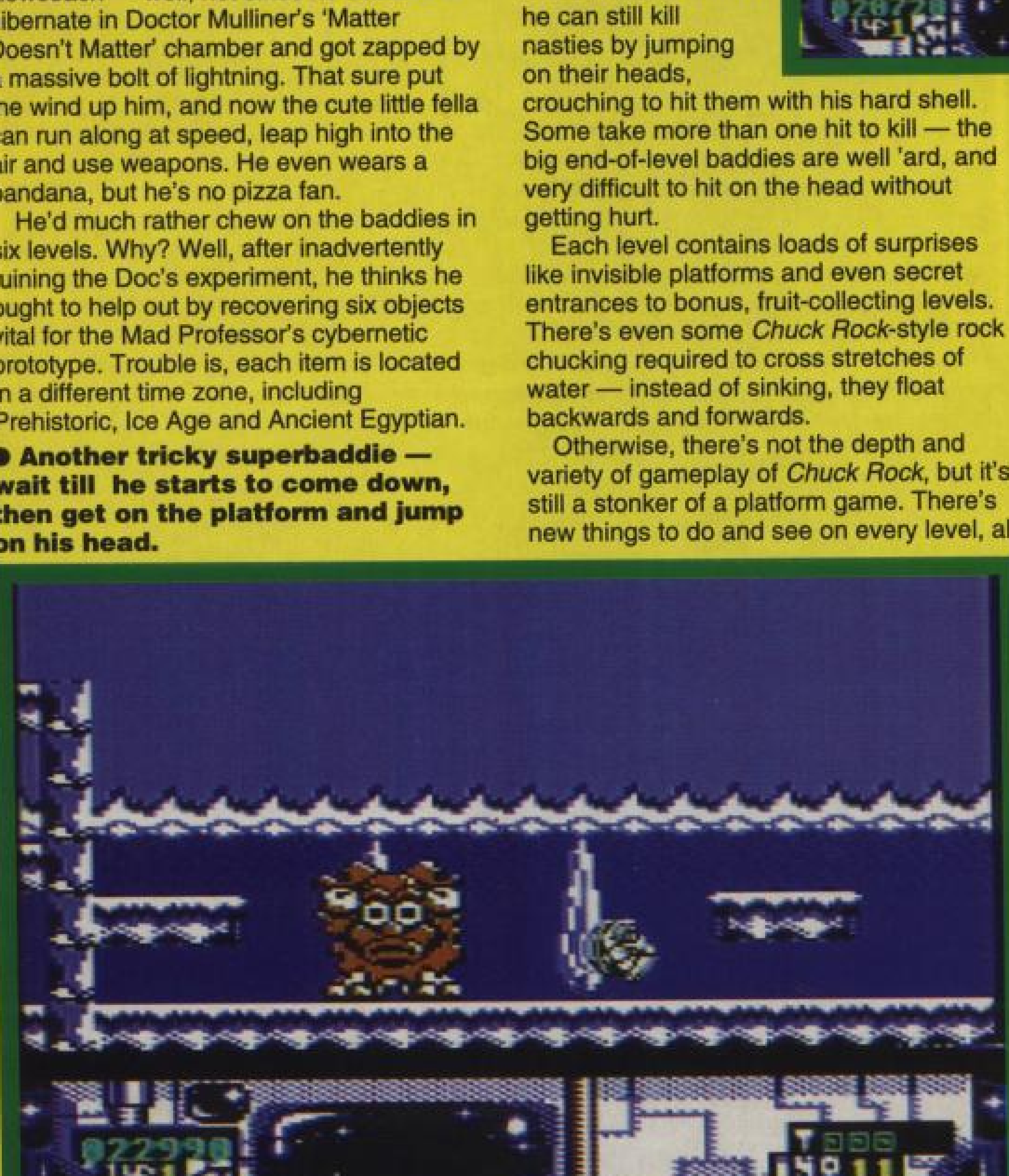
● Hi-Tec, £3.99 cassette

Just out of hibernation (well, a long post-lunch nap), PHIL 'CRUSTY' KING comes out of his shell to chew on a lettuce leaf and a jammy doughnut of a game...

I've never really liked tortoises — they're enough to put you off your meat pie — but Turbo is different. He's no slowcoach — well, not since he decided to hibernate in Doctor Mulliner's 'Matter Doesn't Matter' chamber and got zapped by a massive bolt of lightning. That sure put the wind up him, and now the cute little fella can run along at speed, leap high into the air and use weapons. He even wears a bandana, but he's no pizza fan.

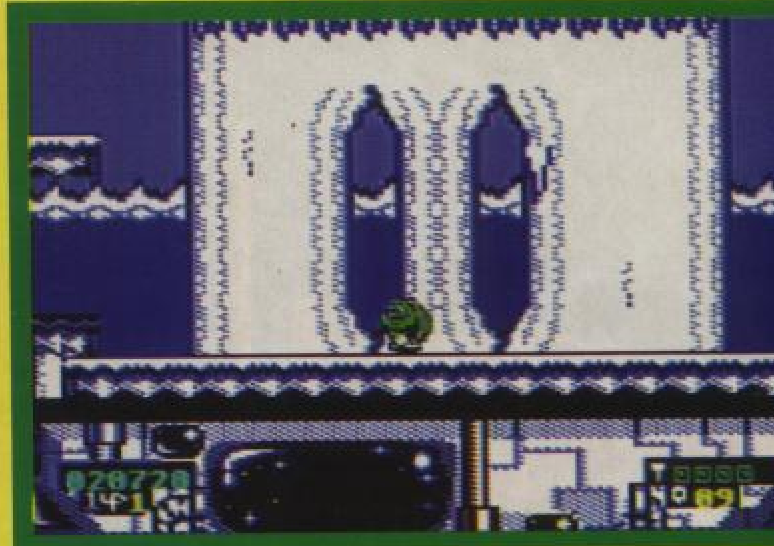
He'd much rather chew on the baddies in six levels. Why? Well, after inadvertently ruining the Doc's experiment, he thinks he ought to help out by recovering six objects vital for the Mad Professor's cybernetic prototype. Trouble is, each item is located in a different time zone, including Prehistoric, Ice Age and Ancient Egyptian.

● Another tricky superbaddie — wait till he starts to come down, then get on the platform and jump on his head.



Supersonic shell

Turbo zooms along the horizontally scrolling levels, picking up fruit, energy and weapons. There are loads of platforms (including the moving variety) to jump on, but watch out for the crumbling ones. Baddies take away one of Turbo's 'hits' on contact — those continue-plays really come in useful, and avoid much multiload frustration (although it's very quick anyway).



If Turbo's unarmed he can still kill nasties by jumping on their heads, crouching to hit them with his hard shell. Some take more than one hit to kill — the big end-of-level baddies are well 'ard, and very difficult to hit on the head without getting hurt.

Each level contains loads of surprises like invisible platforms and even secret entrances to bonus, fruit-collecting levels. There's even some *Chuck Rock*-style rock chucking required to cross stretches of water — instead of sinking, they float backwards and forwards.

Otherwise, there's not the depth and variety of gameplay of *Chuck Rock*, but it's still a stonker of a platform game. There's new things to do and see on every level, all efficiently animated with some attractive scenery. Packed with action, *Turbo's* certainly not at all lethargic, and you won't want to put it back in its box till you've completed it. Well worth shelling out for.



Phil! 82%



Ian!

● Whey-hey, this is what budget releases are all about! *Turbo The Tortoise* might lack originality and variety, but clever execution and polished animation make it a real wowzer!

A straightforward, unpretentious platform pounder, ol' *Turbo* just oozes with character and charm (unlike the editor), and will appeal to platform pounders everywhere. You won't be playing it for ever, but it's worth £3.99 of anyone's money. Great stuff! **80%**

TEST YOUR STRENGTH!

PRESENTATION	Quick multiload, plus useful continue plays	90%
GRAPHICS	Each time zone has a distinctive look	80%
SOUND	Okay in-game FX and a good title tune	74%
HOOKABILITY	This platform action is instantly playable	83%
LASTABILITY	It's six levels of sheer fun and frolics all the way!	81%

OVERALL STRIKE! 81%

Bug Bom

• KingSoft, £10.99 cassette, £15.99 disk

Oh no! Disaster has struck and the ZZAP! computers have been taken over by all manner of beastly beasties. We miniaturised MARK 'BUG BLATTER' CASWELL and sent him into the office Apple Macintoshes. What he found wasn't pretty (a half-eaten cheese-and-chutney sarnie stuck in Phil's keyboard, for one thing!), but we'll let him take up the story...

We've all heard of the computer viruses that nasty pirates bung into computer systems. The Michelangelo virus was the last one to hit the world — activating itself on the birthday of the famous painter, no less (courtesy of Corky Crap Info Inc™). It corrupted hard disk drives and in one place started to play Barry Manilow songs (Agggggh! — Phil). In this game nothing quite so drastic happens (with apologies to BM fans... **NOT**), but it's serious enough. A band of infamous 'bugs' have penetrated the main computer and are threatening to paralyse it (with a few choice Des O' Connor tracks).



• Okay, so it looks like a second-rate Public Domain reject... but it's all in the playability, innit?

Coulourful characters

So it's down to you and up to three pals (making... errm, a maximum of four people in all) to travel through the computer and eliminate the threat. There are four characters on offer, and so you don't get confused as to who's who, they're colour-coded (just like Charlie's XR2!): Punky's red, Martian's green, Jailbird's blue and Neando's yellow.

Options are plentiful. For a start, there are two distinct types of game: versus the computer (cooperating with other players) or the opponent mode (each man for himself!). The latter incorporates an adjustable number of computer bugs (whose intelligence can be varied) and comprises bouts won by the last surviving player. Both modes can have up to four human players, controlling their characters with either four joysticks (with special adapter) or two sticks and two on keyboard. There's also a handy password system to access every tenth level.

Gimme a gun, quick

Phew, I'm knackered after that explanation, but we can finally get to the game. The play area is a large square split into loadsa smaller squares, and the peace doesn't last very long 'coz the bugs are soon on the scene. Of course the ultimate aim is to destroy all other creatures on the board (both human and computer-controlled). How do you do this? Well it's easy peasy (where've I heard that one before). By holding down the fire button and moving the stick in one of the four compass directions,



Steve!

• Here's a game that's literally crawling with bugs, and actually plays *better* as a result! Naturally, the bugs in question are of the sprite variety and not programming errors, which is fitting as the entire game takes place — level upon hectic level — inside a giant computer. Having perused the screenshots, you're probably thinking, 'Looks poxy to me'... and you'd be half right. Graphically, *Bug Bomber* looks like a Bog Bummer; the simplistic, grey/brown static backdrop provides an uninspiring battlefield, but the action that takes place thereon should be experienced first-hand before levelling any criticisms. Negotiations are currently underway which will result, if all goes well, in a playable demo of *Bug Bomber* appearing on this month's Megatape, so you'll be able to see for yourselves just how frantically addictive the game is!

It's the sheer variety that tickled my fancy (missus). A tricky one to sum up, it comes across as a kind of shoot-'em-up-strategy-puzzler — if that makes any sense! Great fun against the computer but, like most games of this ilk, even better when played against a pal. Should I lay some tank eggs and protect them with a ring of mines... or conserve my energy and simply blast the pants off my opponent? Aargh! Too late, Corky's just smegged me into oblivion!

84%

various weapons and handy icons can be accessed (have a butchers at the box lavishly illustrated on the right!), including laying eggs which hatch out into useful creatures. However, using weapons and laying eggs costs valuable energy (doesn't it always, eh?) — if it gets down to zero you're a goner.

It takes a couple of games to fully understand the rules of *Bug Bomber* (if you're a thickie like me), but after that you can't put the joystick down. Like all multi-player games this is best tackled with at least one pal, where you can either cooperate or kick the s@%* out of each other.

Words can't describe how playable *Bug Bomber* is, you'll just have to take my word for it or play it yourselves (I know that's a cop out but I'm running out of review space). On par with the playability are the graphics: small but wonderfully animated sprites charge around the screen in a psychopathic frenzy (just like me — Phil 'kinky' King!). *Bug Bomber* is a difficult game to describe, but it's a hell of a lot of fun to play believe you me!



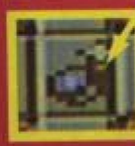
Corky! 89%

Odds 'n' Bogs

Weapons & Stuff



Block: Dropped to block a passage, usually to stop an enemy chasing after you.



Bomb: Detonates shortly after being dropped (get out of the way or you'll lose energy!). Useful for destroying obstructing blocks, mines and opponents' eggs!



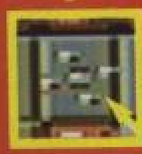
Thunderbolt: Automatically fires towards any enemy in same line. If no enemy is found it disappears after a few seconds.



Mine: All mine! Explodes when an enemy walks over it, or after 10–30 seconds.

Go To Work On An Egg

A creature hatching out from an egg has an intelligence relating to its layer's IQ — increased by collecting the 'IQ+' icons which appear. Five different types of egg can be laid to produce vastly different hatchlings:



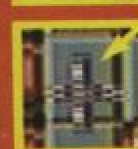


Energy: Gives additional energy in opponent mode. Can be stolen by other players!

Painter: Changes other players' eggs to your colour.



Cruncher: Destroys blocks of your own colour.



Hunter: Pursues other players and creatures. Always selects strongest opponent to attack.



Killer: The most dangerous being, it looks like a tank and can lay its own thunderbolts.



● **A four-player game looks something like this — hectic! With so many sprites zipping about at once, keeping your eye on your own sprite is tricky enough, let alone trouncing the opposition!**



Test Your Strength!



PRESENTATION
Loadsa options, best of which is the four player mode **92%**



GRAPHICS
Small, colourful sprites whizz around at warp speeds **80%**



SOUND
Adequate title tune and in-game effects **75%**



HOOKABILITY
Help, my hand is stuck to the joystick **87%**

LASTABILITY
Put a pot of coffee on the boil, we'll be a long while! **88%**

OVERALL STRIKE! 87%

The Addams

● Ocean, £10.99 cassette, £15.99 disk

Cynics say The Addams Family bear more than a passing resemblance to the ZZAP! crew — IAN 'FESTER' OSBORNE asks which one's Steve?

So this is it — the one we've all been waiting for. The mighty Ocean's high-profile release, 1992's BIG film licence and possibly the Mancunian giant's 8-bit swan-song. So why, after all the hype, is *The Addams Family* such a ridiculously difficult and hopelessly dated platform game that looks more like a mediocre budget title than the mega-Sizzler we all expected? I'm depressed!

The first thing you notice about *The Addams Family* is the game makes no attempt to follow the plot — the movie had nothing to do with Gomez (that's daddy Addams, the one that looks like an extra from a Zorro movie) searching the family mansion for his kith and kin. Why they want to spend all that dosh on a film licence and not use it is beyond me, but I'm glad they used the music from the TV version instead of that blimmin' awful MC Hammer ditty (rap with a capital 'C').

I suppose you could excuse the ropey plot if the gameplay delivered the goods, but it doesn't. Leap around platforms, dodge the

● Midnight, one more night without sleeping. Watching, till the morning comes creeping — Green Door, what's that secret you're keeping?



Steve!

● Okay, so they're supposed to be crazy and kooky and all that stuff. And if only I could find one of the blighters I'd be able to see for myself just how spooky they are. As it stands, the only thing I know for sure about the rest of Gomez's happy family is that they're piggin' difficult to locate! Umpteen trillion nasties and more precarious platforms than Victoria station during rush-hour stand between you and your goal — so you'll need the patience of Job's mum if you plan to keep your hair on your head and knickers twistless...

Colourful, well-animated sprites compete with the gorgeously detailed backdrops in an effort to grab your attention. And grab it they do, for a while at least. What looks like a stonking great platform-collect-'em-up soon deteriorates into a frustrating all-too-easy-to-die disaster as jump after jump fails to get you to where you want to be. Cartographing couch-potatoes should get a kick outta putting the map together (I'll get Corky to award a special prize for the first complete *Addams* map that he gets in), but most other platform pundits will find that, like Gomez attempting to reach the next platform, the game falls too far short.

61%



6 ...and voila! That's the Red Key atop the wardrobe (top left), just a hop, skip and jump away! Now, if you go back to the start screen (outside the castle) and keep shuffling left, you'll discover that the red door has vanished, so just g through it to find the Purple Key. And if you think this is going to make it a whole lot easier to complete, think again!!!

Kooky stuff!

Ocean's *Addams Family* is the toughest platform caper that we've played in yonks. Pixel-perfect jumps are essential to your survival, and there are so many screens leading off every which way that even the most meticulous mappers will be eating their armchairs in frustration! To help you out, then, we've put together this little map which will lead you directly to the Red Key. Big help, huh?



● Outside the mansion and, until you find the purple key, about as far right as you're gonna git! The floor below the cauldron will kill you on impact!



...s Family

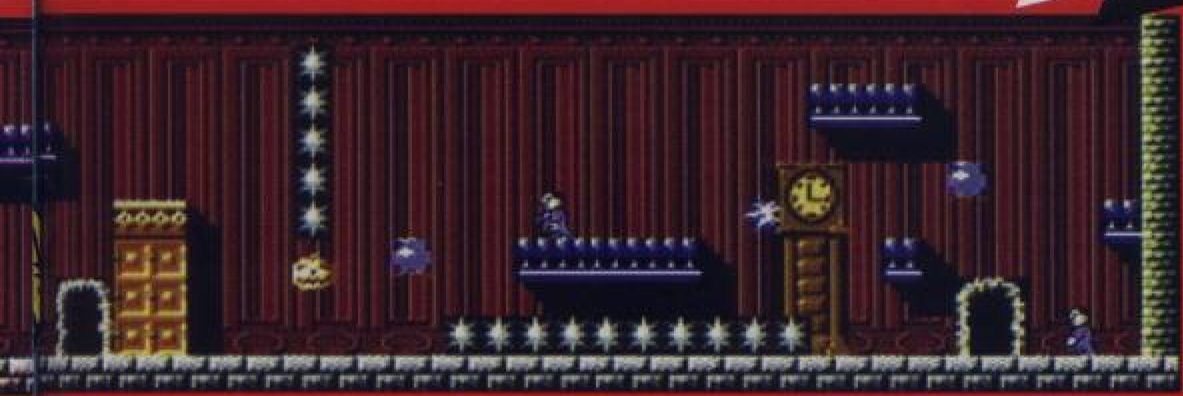
GENERAL TIPS

It's usually wiser to avoid enemies rather than blatting 'em with yer brogues. Some screens, however, can only be negotiated by using a foe as a springboard — if a platform appears to be out of reach, for example...

Avoid spiky blobs and red floors at all costs, and be careful on the cauldrons; some of them simply drop away when landed on.

Keep your paws near the pause button ('p' on the keyboard). Often, the only way in which you will be able to work out how to safely traverse a screen is by careful scrutiny of all available objects and platforms. The nasties rarely give you an opportunity to hang about and gawp — and even when you're stood in a 'safe' place your energy level diminishes unless in 'pause' mode.

Finally, booting the cat halfway around the living room and back again WILL NOT help you progress any further in the game, whereas cursing the programmers every time you fall off a platform DOES offer some degree of satisfaction! G'luck, chums.



5 Once again using the cauldron, make your way to the left once more — avoiding the spiky blobs! — then duck under the pumpkin...

4 That blue cauldron is, in fact, a handy platform. Use it to reach the top platform while carefully avoiding the flying spark (near the clock in this shot). Then go to the next screen on the left.



3 As soon as you enter this next screen go through the door. You should be able to make it without any trouble from the knight, but if you want to mix it just jump on his 'ead!

2 Now inside the castle, you must evade the two knights and move left — not up the stairs, but below them.





1 This is the screen you start on and, unlike most of the later ones, it's a doddle. Simply avoid the two skulls and go through the door (joystick 'up'). You can, of course, jump on the bone heads — but this is risky as the blighters won't stay dead!

baddies (or jump on their heads!), gather the keys... this sort of thing was done to death in *Jet Set Willy*, and that's archaic! Make no mistake, this isn't a cut down version of its 16-bit counterparts, it's a completely different game, and a very dated one at that. Gone is the push-scrolling (the C64 game is flickscreen), goodbye *Mario*-esque power-ups, au revoir anything interesting at all, really... and hello samey, derivative dribble with far too little depth.

Ah yes — the depth! If the Aegean Sea was as shallow as *The Addams Family*, Robert Maxwell would still be alive! The puzzle element is hopelessly underexploited: there's no equipment to gather, no portable bridges and ladders, no *Blues Brothers*-style balloons to lift you to higher platforms, no nothing really — just baddies to bash and keys to collect! Ocean made a real big deal about the game's hugeness, but what's the gain in that if every screen plays just like the last? The only break from the boredom are the sub-levels after you've found each family member, but they certainly don't save it.

Although the game boasts an incredible 240 rooms, you'll not get to see very many of them — not only is the game shamelessly derivative, it's also damn-near impossible! Almost every leap in the game is designed to be barely possible, so you end up attempting the same jump 20 or 30 times! Some platforms are impossible to reach without using a monster's head as a springboard, but this potentially excellent touch is ruined by the unforgiving nature of the gameplay.

And when all your lives are spent (which will be soon), guess what? MULTILOAD! Every time you die you have to reload almost from the beginning! AARRGGGGHHHH!!!!!!!!

The Addams Family isn't without its good points. The artist's done an amazing job, producing colourful, atmospheric backdrops and some of the dinkiest sprites imaginable. Controls are responsive (if a little bizarre) and the animation is polished to perfection. If the game designers had done their job as well as the programmers, Ocean would have a real winner on their hands. Instead they produced a killer 16-bit game, with the 8-bit versions tagged on as an afterthought. Oh, how the mighty have fallen!



Ian! 52%

TEST YOUR STRENGTH!



PRESENTATION
Good intro and music, marred by horrible multiload **68%**

GRAPHICS
Wonderful — if only the game were as good! **90%**

SOUND
A really great title tune and fair sound effects **78%**

HOOKABILITY
Too difficult to get into straight away **35%**

LASTABILITY
But the long-term challenge is considerable **82%**

OVERALL STRIKE! 57%



● Oh mummy! Ignore the sarcophagus (it's just for show) but avoid the bandaged beggar with the funny walk — a super-jump over his head works best.



● Waddle like an Egyptian! Deep inside the dismal depths of Level One, and our emerald 'ero appears to have located a dead end... or is it?

● Zeppelin Games, £3.99 c

Bod Squ

Lift that barrel, tote that bail! Yup, MARK 'Sure Extra-Dry For Men' CASWELL's been down the gym again, in a futile attempt to get his bod down to the size of a small outbuilding. Foolish man, he should've called in The Bod Squad...

Maybe playing this game's not such a good idea. After all, who wants to be a small, squidgy jelly bean? Except Phil of course, who hasn't got far to go anyway (apart from the 'small' bit).

Anyway, our small rotund hero is out to rescue his children from three time zones (an Egyptian Pyramid, Medieval Castle and Victorian Haunted House). Y'see, the Mini-Bods were caught up in a freak time eddy, seemingly created especially for this game. I don't know, if the programmers can't come up with an original plotline, they have to rely on the old fave's.

But how does Bod get from one time-zone to another? Well, it appears that a certain friendly Time Lord has lent him his TARDIS — Time And Relative Dimensions In Space (bleedin' show-off — Ed). So with a deep-throated growl resembling Phil's stomach at lunchtime, the TARDIS lands at the first location in ancient Egypt...

Bod Squad is about as easy as teaching your granny to yodel in a vat of custard. A series of intricate (and $£@! annoying) puzzles have to be solved, and a range of enemy creatures must be evaded or terminated with 'Bod Bombs'. But fear not, brave reader, 'coz Bod ain't as helpless (or stupid) as he looks. And he DOES look pretty stupid!

It's Desmond Death

As well as waddling along, Bod can also jump, squash (duck, in other words), swim and, under certain circumstances, fly. Bod also carries an inexhaustible supply of the aforementioned Bod-bombs to sling around: these are handy against sentient antagonists, but most of his problems are caused by inanimate objects. Worst of these are the spikes, fire-spitting heads and 'bear trap'-style obstacles that perforate Bod's botty without pity.

If Bod is bumped off he loses one of his three lives. Similarly if time runs out (extra time potions are scattered around) before he finds his children, Bod loses remaining lives in exchange for a mere ten seconds each. Not a lot of help.

As Bod searches through the pyramid he comes across various extra features that can either help or hinder him. These include spinning blocks, potions, springs, teleports (on later levels) and hidden platforms. Most important are the many switches which destroy obstructing walls when flicked.

Once Bod grabs his errant offspring he has to make his tortuous way back to the TARDIS and the next level. Can you crack

● You need to rescue that baby Bod atop the column then make your way back to the tardis at the entrance to the pyramid. It's as easy as that (ho, ho, ho!)





the crystal maze… sorry, Egyptian pyramid? You'll either do it or rip all your hair out trying. Puzzle games have a well-earned reputation for being swines to complete, and this one falls firmly into that category. I reckon that a measly three lives, and such a strict time limit, will prevent the vast majority of gamers from completing even the *first* level.

Bod Squad is mildly frustrating, especially when you jump and bounce back off a block onto a spike. And I feel that some of the puzzles may be a bit too tough for younger players — I barely managed to solve some of them (any sarky comments will earn a slap round the nut). The fact that there's no 'quit' option is a real pain too — it's very easy to block yourself into inescapable corners, and to have to sit around until the timer reaches zero before you can have another go is unforgivable.

Graphically, though, the game is superb; Bod is a cute little critter while the other sprites are bright and lively (especially when after Bod's ass). So buy *Bod Squad* now if you want to look like Captain Picard in one easy lesson — just don't expect to reach the 'Haunted House' before Christmas… 1997!



Corky! 81%

TEST YOUR STRENGTH!

PRESENTATION
Brill loading sequence with a certain police box **80%**

GRAPHICS
Colourful sprites rampage round the screen **88%**

SOUND
Decent loading and title tune, poor effects **74%**

HOOKABILITY
A bit tough to get into, with inescapable pits **79%**

LASTABILITY
It gets easier when you know the level layout **84%**

OVERALL STRIKE! 81%

…assette

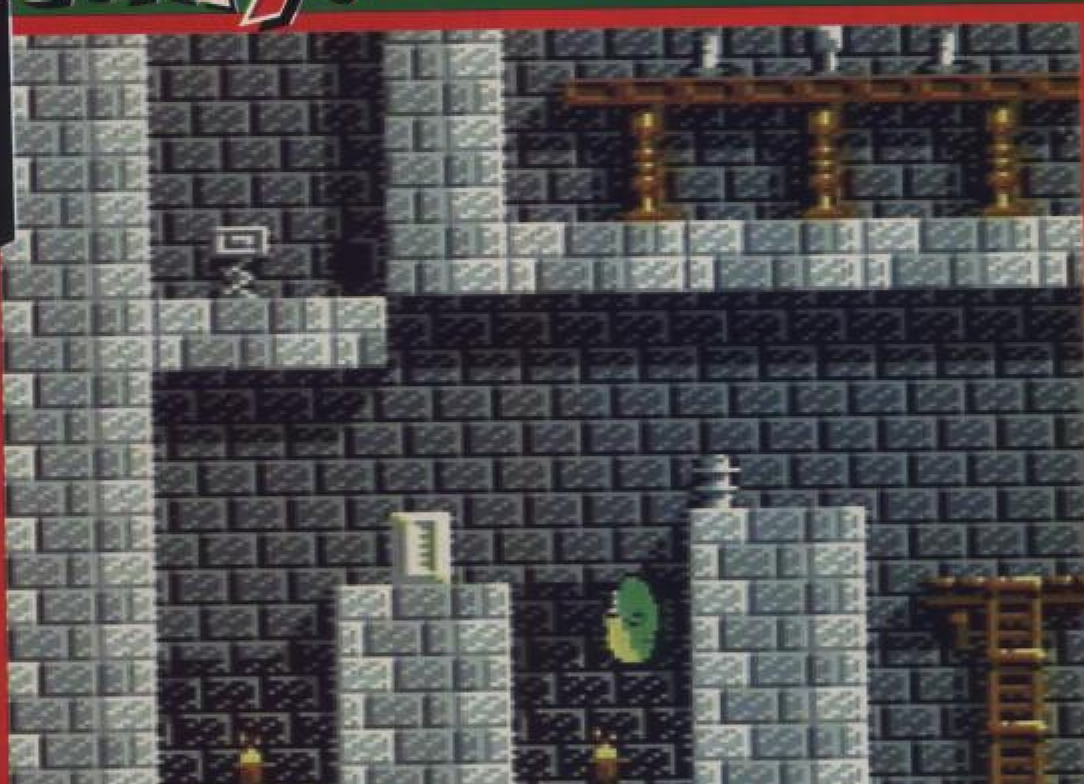
Bod



Steve!

● With just a *little* more thought this could have been a *lot* better. Boasting graphics and puzzles on a par with *Rick Dangerous*, it's disappointing that the programmers have made such a hash of things. The problem is, it's just too piggin' difficult! So what, exactly, makes it so tricky? BOD, that's what. Our rotund rescuer may look like a million dollars (all green and wrinkled!) but he displays all the manoeuvrability of a particularly clumsy water buffalo — although he's not quite as bad as Corky after a few pints of Fuddles…

Wobble and bounce around the huge pyramid, flicking switches and avoiding traps as you go, but rebound off the wrong wall and wallop! You've had it. This would be tolerable if it didn't happen with such monotonous regularity, but when you get creamed time and again through little fault of your own, frustration soon sets in. In fact, I doubt very much whether the game is in fact completable without cheating. If only the main sprite offered as much control as *Rick Dangerous* this would be a Sizzler for sure. But as it stands it doesn't quite cut the custard. Hardly a *Bodge Squad*, but not quite a Sizzler either. And that spelling mistake on the title screen… ouch! **80%**



● Stuck in a pit on Level Two: This is as high as Bod can jump, and it's not quite enough to escape the pit (should've shoved that block down first!). Due to the lack of a 'quit' option you must either switch off and re-load at this point, or wait till the timer ticks down to zero. Unforgiveable!

DJ Puff's Volcanic Capers

• CodeMasters, £3.99 cassette

Respect to DJ Puff, the coolest dragon dude around. PHIL 'MEDALLION MAN' KING gets on down in his platform shoes and goes in search of DJ's lost CD collection (damn, I thought you said 'seedy'! — Phil)...

Once he was 'Little', but now Puff the dragon has become chillin' he's known as DJ. No Pet Shop Boys for this fashion-conscious fire-breather — only the wickedest sounds will do to rave on down to with his mates. Respect to that.

Sadly the island where they all live (don't dare mention 'Living On An Island' by Status Quo) is also home to the totally square Captain Kripp. He hates anyone having a good time, so he's sent his gorilla army to nick DJ's record collection and scatter it all around the platform-filled island.

Ravin' mad, DJ sets off to recover his CDs by exploring platform-filled, multidirectionally scrolling levels. There are hazards galore, contact with which removes one of DJ's lives — thankfully he starts every new level with his original five. Gimme five, man!



• Going up in a Puff of smoke! DJ gets blatted by a pig-tailed native-type dude...

Bomb the base baddies

As well as avoiding spikes (Puff doesn't like 'em up his bottom, oddly enough!), pits and water, DJ has to watch out for Kripp's cronies. These include egg-dropping birds, snapping fish, spear-chucking Aztecs and spiked-ball-throwing snails!

It's just as well DJ can kill them by breathing fireballs or, even better, by using collected weapons like bombs and full fire-breath. Fruit is collected for bonus points, while the letters 'EXTRA' earn Puff an extra life.

If it all sounds a little familiar, yes, I have to say it looks and plays remarkably like *CJ's Elephant Antics* — you even activate the bombs in exactly the same way (by pulling down on the joystick)!

The main difference is there's no two-player mode; otherwise the action's just as playable, if a tad unoriginal. Five lives per level might seem a lot, but they soon disappear — especially when you haven't yet learnt the level layout. It took me a few goes to complete the first level, but I just had to keep playing.

There's plenty of nice scenery too (especially the wavy water), all scrolling smoothly, plus some cute sprites including the brilliant DJ himself — his moves are well cool. Strange, then, that the soundtrack is remarkably similar to 'Hello Dolly' — oh well, it's jolly, if not exactly chillin'!

It all goes to show that you don't necessarily need originality for a good game. For the record, *DJ Puff* is a compulsive hit.



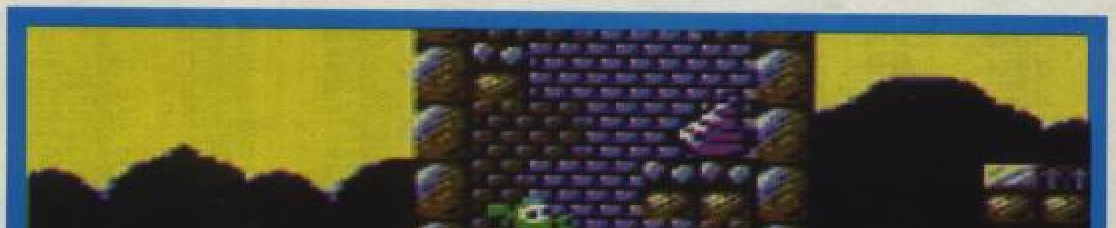
Phil! 85%

Ian!



• Sorry Phil, I can't agree. *DJ Puff* is a fine game in its own right, but it's too close to previous Codies releases for its own good. What's the point of splashing out four quid on a game that's a virtual carbon copy of one you've got already? The graphics are changed, they've dreamt up a new way of saying 'run round collecting things' and called it a plot, but the gameplay is definitely *CJ's Elephant Antics* revisited.

If you haven't got *CJ's*, or have completed it and are looking for an equally tough challenge, then *DJ Puff* is for you! Failing that, buy the brilliant *Steg* instead — now there's a game that's not short of ideas... **59%**



• Puff the magic dragon lived by the sea, with psychotic sea-shells and peed-off pygmies, this game's too 'ard for me!

TEST YOUR STRENGTH!

PRESENTATION — *Five lives per level and even a single load!* **82%**

GRAPHICS — *Characterful sprites, simple but attractive backdrops* **80%**

SOUND — *Well hello Dolly, this tune is oh so jolly!* **78%**

HOOKABILITY — *Familiar action makes it easy to get into the groove* **76%**

LASTABILITY — *Nothing new to see, but compulsive and challenging* **70%**

OVERALL STRIKE! 72%

Chuck Rock

• Core £9.99 cassette, £14.99 disk

With a chin Judge Dredd would be proud of and only a loincloth to cover his modesty, *Chuck Rock* has arrived on the C64. Because of his resemblance to a Neanderthal native MARK 'BELLY-BUTT' CASWELL has been sent back in time to help our caveman hero.

Quite how the beer-bellied caveman named Chuck Rock won the hand of the fair Ophelia, no one will ever know. Some say it was in a game of 'blind man club', but now disaster has struck (as it does). Ophelia has been kidnapped by the despicable Garry Gritter.

So it's up to Chuck to travel through many peril-filled levels and rescue the girl he loves (well, smacked over the head with his club — same thing). Our stubble-jawed hero certainly lives up to his name when defending himself: he either belly-butts attackers or chucks rocks at 'em (if they're to hand).

Contact with the diabolical, despicable dinosaur villains loses Chuck a birrov his energy (the heart in the bottom-left corner of the screen). But fear not, 'coz help is at hand in the guise of heart-shaped icons. Also, food is available to boost the player's feeble score (but not, as I initially thought, to replace energy). Even though the reign of the dinosaur ended 65 million years ago, there are certainly a lot of them in *Chuck Rock*. They include pterodactyls, swamp creatures, giant insects and loadsa dinky dinosaur swines who are all trying to pop our prehistoric pal's clogs.



On the rocks

Much of the action takes place on platforms, some Chuck can easily reach while others need a bit of thought. Sometimes the stacking of rocks helps Chuck out of a predicament, other times a dinosaur pal helps out. Crocodiles act as springboards, brontosaurs and whales carry Chuck across water, while pterodactyls act as prehistoric airplanes. Once Chuck has belly-butted, stoned and generally splatted the dinosaur… erm, desperados, he faces the end-of-level guardian. First up is a triceratops, who likes nowt more than charging at Chuck while blowing a big raspberry.

Once ol' three-horns is dead, many trials and tribulations still stand between Chuck and his sweetheart. So bulge that belly and go for it — Ophelia awaits.

The first thing that strikes you upon loading is the brilliantly animated intro sequence, starring the Chuck Rock Band. The game itself is no duffer either, Chuck is the epitome of manhood (**NOT**) as he strides (slouches) around the levels kicking (and belly-butting) ass. Many of the creatures are so cute they don't look as if they deserve a good hiding. But they do, and I can assure you *Chuck Rock*'ll be on your 64 till the brontosaurs come home.

Both platform and bash-'em-up freaks are well catered for. It's a classic and no mistake, madam.



Corky! 96%

• For a heavyweight, Chuck can do some nifty leaping and kicking.





Phil!

• *Chuck Rock* isn't just a pretty face… erm, what I mean is that the action matches the graphics. The latter are excellent with the amusingly animated cartoon sprites simply oozing character. Of course, Chuck himself is the star of the show with his rock chucking and superb belly-butt — the most amusing method of attack I've ever seen in a computer game! When he's carrying a rock Chuck can't jump as high, so sometimes you need to chuck rocks up ahead of you, follow them, then use them as a jumping platform to reach a higher level. Similarly, rocks can be used as stepping stones to cross water — but be quick 'coz they slowly sink! Elsewhere there are friendly pterodactyls and brontosaurs to carry you, and I just love the crocodile — drop a rock on his head and his tail springs up, propelling you high into the air! Like other classic cutesy games (*New Zealand Story especially*), *the pleasure of playing Chuck Rock* doesn't just lie in trying to complete it — you'll have a good ol' belly laugh in the process. **96%**

TEST YOUR STRENGTH!

DING DONG! SIZZLING! RINGING! TINGLING! FREEZING!

PRESENTATION
Excellent intro sequence, multiload ain't too bad **92%**

GRAPHICS
Brilliantly animated sprites, hilarious dino-saur baddies **95%**

SOUND
Brill title tune that sticks in yer head, bog-standard FX **87%**

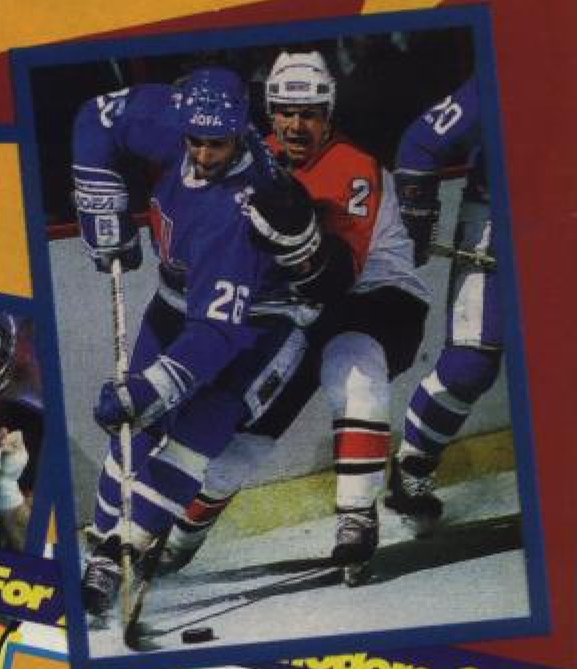
HOOKABILITY
It instantly grabs you by the loincloth! (ouch!) **95%**

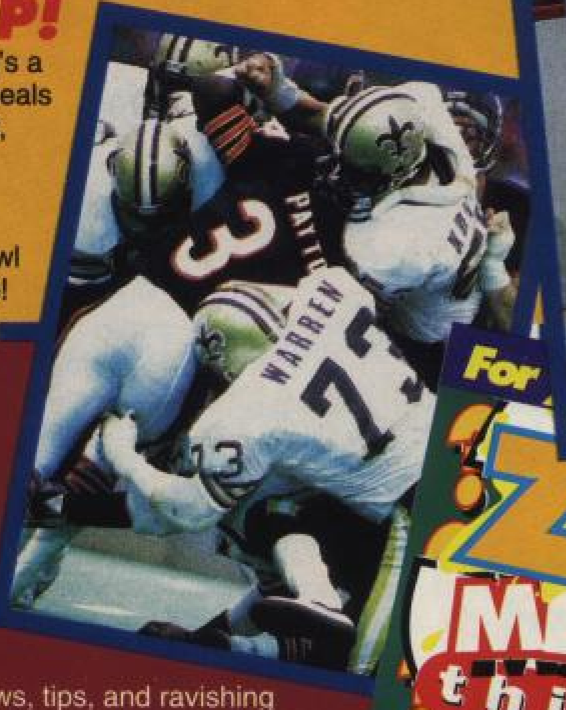
LASTABILITY
Longer than the entire dinosaur reign! **97%**

OVERALL STRIKE! 96%

Coming Soon!

In your blisterin' August ish...





AMERICAN SPORTS ROUNDUP!

● 34-28-56… Phil King's a dab hand at ordering meals in a Chinese restaurant, but does he know his gridiron from his first base? Find out as he heads for the Superbowl to eat Mom's apple pie!

SEARCH FOR A MEGASTAR

● Alas, we hadn't the room for it this month — don't worry though, it'll be worth the wait!

PLUS! PLUS!

● All the latest news, reviews, tips, and ravishing regulars you've all come to know and , erm… the ones you've come to know, anyway!



Marvellous Megatape Miracles!

The Detective

Superb arcade adventure in which you must find out who killed the ZX Spectrum! (Er… that's a lie actually, but it's a blimmin' good game!)

PLUS!...

Another cracking full game, at least one playable demo of a hot new release, and maybe a snazzy reader's game too!

ZZAP! 64

● **Oh no — I can't go on! I can't go through life worrying myself sick about getting the next issue of ZZAP! Please save me a copy every month, Mr Newsagent, and my progressive psychiatrist will forever be in your debt! (And no you can't get it on the National Health!)**

MY NAME ....

MY ADDRESS ....

....

....

....

POSTCODE ....

PHIL'S BELLY WIDTH ....


LIVERPOOL
YOU'LL NEVER WALK ALONE
A game for 1-2 players featuring all aspects of a real football match - strategy, tactics, penalties, headers, free kicks, throw-ins, crowds, spectacular graphic routines and high quality sound effects. It is officially endorsed by the entire Liverpool team who feature throughout. It's the next best thing to playing real football at Anfield.
The ultimate in home entertainment football games.
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